DanMachi D&D

Is It Wrong to Try to Pick Up Girls in a Dungeon?

FAMILIA MYTH

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DanMachi D&D Campaign Guide

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INTRODUCTION

"We the gods descended into the world of our children the humans in hopes of finding excitement and inspiration. And so, we decided that we would reside here in the Lower World for the rest of eternity, sealing away our divine powers, and live a modest life surrounded by all the discomforts of human inconvenience. The only thing we could offer in our earthly state is the 'Blessing', the power to fight and defeat monsters. The children who receive this gift become 'Familia', or a direct relation to the gods. Do you have what it takes to become a child of the gods?; to become a defender of the Lower World against the monsters which seek its destruction?; to become an adventurer?"

General Information

Welcome to **'DanMachi D&D'**, a fan-based, unofficial, free-to-play West Marches fantasy anime D&D5e living server, dedicated to the DanMachi *(Is It Wrong to Try to Pick Up Girls in a Dungeon?, Sword Oratoria, and Familia Chronicle)* light novels by Oomori Fujino, and the anime produced from them.

This document covers the basic information, character creation, and general rules for our DanMachi D&D Campaign. Welcome & enjoy!

Contact @Sandman in our Discord server if you find any typos or lore mistakes.

West Marches Style Server

This server is a community of players who join D&D5e sessions and play when they can, often playing with different players and characters in their party from day to day. It is very much a 'Guild-like' community where DM-generated quests are posted on the **#guild-quest-board** channel in Discord, and players sign up into parties to take on those quests when they are free and able to play. There is no set party that stays the same from week-to-week. And PCs can also request quests from the DMs in the **#quest-request** Discord channel, and they can collaborate to match player desires to sessions in the **#quest-request-discussion** channel.

Here's the guy that coined the phrase 'West Marches':
https://arsludi.lamemage.com/index.php/78/grand-experiments-west-marches/

although Gary Gygax, the co-creator of D&D, also used a very similar gaming style to 'West Marches' back in ancient times.

DanMachi Canon vs. DanMachi D&D

While the DanMachi canon storyline is in play in the background in our campaign, the actual situations the PCs will experience are not retracing the published DanMachi stories, but rather are mostly additional situations and plots

that only the PCs themselves can resolve, much like where the story of Sword Oratoria is often separate from the main DanMachi story, but overlaps it in several places. The quests & missions are also not a linear adventure, but overlap with each other and the background plot, intersecting at various points along the way. It's a dynamic, living world, that the PCs get to co-create.

There is also an emphasis on exploration. This campaign is a form of a sandbox in that PCs can go anywhere on the map as long as they can collaborate with a DM to run the sessions for those locales for their party to explore. PCs can team up and go on hunts either down into the Dungeon, around in the City when monsters or criminals are on the loose, or outside Orario's walls into the wilderness. They can check the **#orario-bounty-board** to run some bounty hunter quests, they can explore an entire Dungeon level to generate a map to sell to the Guild, they can guard a caravan on a merchant trip over to the next city, they can go hunting bandits, or they can go hunting for specific Magic Loot Drop Items in the Dungeon for magic crafters, etc. There's a lot to do in DanMachi D&D!

For those who like combat, PC's can non-lethally spar one-another 1-v-1 for some minor excelia (XP) (**See Ch. 13's Sparring Section**).

DanMachi-to-D&D5e Adaptation

The powers, skills, & abilities of the DanMachi world, as well as their level-up system are quite a bit different from that of D&D5e. Instead of attempting to re-create their mechanics system in our game play, we strive to adapt the DanMachi setting & story to our D&D5e mechanics, while dialing up the heroic aspects of our D&D play a bit, and adding in the flavor of DanMachi wherever we can.

Re-skinning is a big part of our adaptation. Many things that exist in the DanMachi world can be roughly approximated by re-skinning, from creature-like demi-human races, to monsters, homebrew weapons, and development abilities, etc. It's not a perfect adaptation, but we strive to at least convey the feel of DanMachi as much as possible.

The magic of DanMachi is considered to be a high-magic setting, and we attempt to bring this over into our campaign as well, with magic item shops, and with the ability for skilled PCs to create magic items themselves.

To approximate regularly-earned 'Development Abilities', we use talents from the books, **"Dragonix - Character Options, Talents, Vol. I-III"**. One 'Development Ability' (talent) from the talents books is picked at each level up, starting at lvl 2. Features given by talents that duplicate feats do not stack with feats. ASI's are treated normally, and feats are also in normal use.

CHAPTER 1: SETTING

The setting of this server is the DanMachi *(Is It Wrong to Try to Pick Up Girls in a Dungeon?)* Lower World, known as 'Gekai', which is a rather small and lightly-populated earth-like planet set in a high-magic fantasy genre. Most of the action is centered around the "cosmopolitan" City of Orario at the center of the continent, and in the enormous labyrinthine 'Dungeon' beneath the city. The Dungeon itself is larger than the city above it. adventurers have discovered 59 levels of the Dungeon so far, and many different and diverse eco-systems co-exist in its depths.

This campaign attempts to adapt this wonderful DanMachi anime setting to the D&D5e rule-set, while structuring it around a West Marches style of online play using Roll20 for a Virtual Table Top (VTT), and using Discord for server & game information, text-chat roleplay, and voice-chat roleplay during gaming sessions.

Story Premise

The basic premise of the DanMachi story is that there is a gigantic and semi-sentient 'Dungeon' underneath the City of Orario that continually spawns monsters who's goal are to escape onto the surface world above, and then to devour it. And gods and mortal adventurers alike are dedicated to stopping that from happening.

The Gods

For over two millennia the gods watched from their Upper World (Tenkei) as humans and demi-humans struggled with the continual monster onslaught. But by their own laws of non-interference they couldn't get directly involved with the monster problem in the Lower World, so they assisted the mortal heroes there in a time known as the 'Age of Heroes'. But even their divine assistance did not stop the monster hordes.

So when the gods decided to come down to experience the Lower World for themselves, they wanted to continue helping with the ongoing monster issue, and so were allowed to offer their divine 'Blessing' to those children who loved or were grateful to them. Their 'Falna', or divine power, allows mortals to grow beyond their mundane existence, to unlock their full potential to become the spectacular heroes they need to be in order to contend with the horrors that lurk in the depths of the Dungeon, to keep the eternal monster problem in check. Thus came the time when the gods began descending to the Lower World, and began walking among mortals. The 'Age of the gods' had begun. The gods and goddesses formed 'Familia', clans within which they are both patron and leader, comprised of adventurers graced with their divine 'Falna'.

But while their consciousnesses are immortal and their Lower World bodies do not age, the gods' bodies are as vulnerable as any Lower World average mortal, and so they need protection. For if a god were to "die" on the Lower World, it's consciousness will ascend back to heaven never to return, but the Falnas of it's followers will be forever sealed and inaccessible, unless the adventurer finds another god or goddess to follow who is still in the Lower World. If all the gods were to be sent back to heaven, or if they ever chose to return, their divine Blessings would return with them, and the Age of the gods, along with their adventurer champions, would come to an end.

The City

The **City of Orario**, also known as the **Labyrinth City Orario**, is the only city in the Lower World that has a living Dungeon. When the gods descended to the Lower World, they put a cap over the maw that was the entrance to The Dungeon. A cap in the shape of a 50-story tall stone tower, named Babel Tower. This cap has reinforced doors that allow adventurers to enter the Dungeon below to keep the monster population in check. The Tower stands in the center of the city, with 8 spoke-like main roads stretching out from it in all cardinal directions to the large city walls around the exterior of the city. Babel Tower dominates the city skyline, and may just be the tallest building in the Lower World.

Once the tower cap was in place and the area became relatively safe, mortals began flocking to the area to be with their gods. A city soon sprang up around the tower, the City of Orario, a cultural melting pot. And once they discovered that the Dungeon was providing great wealth in

the form of 'magic stones' (crystal shards) and rare magical monster parts, a new industry arose, the industry of magic item creation. And before long Orario became the premier magic item producer of the Lower World, and the city grew exponentially becoming one of the richest cities in the world.

The Dungeon

The 'Dungeon' seems to be semi-sentient. That is to say, the Dungeon exhibits behavior, behavior that suggests it is aware of it's surroundings and the happenings within it. Some say that the god Gaia herself had imbued it long ago with such a primeval awareness.

The Dungeon itself gives birth to monsters continually, and has many ever-changing labyrinthine levels that descend far below and beyond the city. Each one more dangerous and larger than the one above it. Dungeon monsters, spawned with and sustained by internal "magic stones" with a vast number of magical applications, are hunted by adventurers to gain 'excelia' (experience) and 'valis' (money) by selling their earned magic stones and rare magical monster part loot drops.

The gods are not allowed into the dungeon. And if discovered in there, the Dungeon relentlessly tries to kill them. And whenever the gods are asked about the Dungeon's nature, they tend to either avoid the question or change the subject.

The Adventurers

There are a great number of brave (or foolish) people who delve into this Dungeon daily to slay the monsters that continually spawn there, and retrieve their magic stones in order to keep Orario and all the Lower World safe, as well as to earn money to make a living. These adventurers are more powerful than regular mortals due to the powers the gods have imbued in them.

These powers are called 'Falnas', or divine Blessings, which can be improved upon by gaining 'excelia' (experience) by slaying monsters, using their learned abilities, and by training (sparring). The adventurers are the gods' followers, and in return for their devotion and service, they are granted the power to keep the world safe. And because of their increased powers, the (adventurers') 'Guild' in Orario requires every adventurer working or living in the City of Orario to be registered with them.

The Guild

When a Supreme god named 'Ouranos' descended from the Upper World to the Lower World 1000 years ago at the dawn of the 'Age of the gods', he took responsibility for solving the monster problem. It was he who organized the building of the Babel Tower over the entrance to the Dungeon. And it is he who has been diligently watching over the Dungeon ever since, using his divine power (or prayers) to help keep the monsters from escaping the Dungeon.

It was Ouranos who first introduced the Falna to mortals. He also created the 'Guild' to be in charge of organizing the adventurers of Orario. The Guild also manages the Familias as well.

The Guild has many buildings in different places and cities, but their main headquarters is a building in Orario called the 'Pantheon'. It's a large building with plenty of space for 'Guild Advisors', meeting booths & tables, a magic stone & drop item 'Exchange', an armory, and a Guild adventurers' library.

The primary concern of the Guild is to manage the ever-present monster threat from the Dungeon below the city. The Guild buys magic stones, drop loot, and adventurer-created maps of the ever-changing Dungeon. They then sell their adventurer-acquired magic stones and drop loot to magic crafters for a premium.

For rookie adventurers, they provide basic starting equipment from their armory, and access to their extensive library for free.

The Guild staff also act as 'Guild Advisors' to new rookie adventurers to watch over them and to try to steer them in the right direction in hopes of increasing their odds of survival since adventuring is a very dangerous occupation with a low life-expectancy and a high turnover rate.

When a new wannabe adventurer comes to town, the first thing they need to do is to go find the Guild, sign up with them, and get assigned a Guild Advisor. Their new Guild Advisor will see

that they get properly equipped, and work with them to find a Familia to join. Or they will direct them to the Guild library to research the various spirits & powers if they want to become a warlock instead. They are responsible for new recruits until they reach level 5 (Tier 2).

CHAPTER 2: GETTING STARTED

Here's what you need to know to get started, create a character, get your Discord proxy bot set up, and to begin playing.

Code of Conduct

1. Be polite and friendly to everyone.

2. This server is 18+ plus. We don't card anyone at the door, but we do expect everyone to behave as an adult. Regardless, keep a limit on lewd/overly gory details or scenes. Keep any lewd stuff in the **#fan-service** channel.

3. Use channels as intended. No spamming or shite-posting. Keep roleplay (RP) channels 'In-Character', and keep 'Out-of-Character' (OOC) channels Out-of-Character.

4. No meta-gaming, please. Only RP what your character would reasonably know in any given situation. If in doubt, ask the DM if you can make a skill check to know or remember something.

5. Respect boundaries, keep people's personal discomfort in mind. If you have to think even for a second if what you're doing is OK, then DON'T DO IT.

6. No harassing others. If someone is harassing you inside or outside of the server, let a DM know (Make sure to send a screenshot of the harassment text, if available). Harassment results in an immediate ban.

7. Any discrimination of any kind will result in a ban.

8. Respect our Staff. They address you in a polite way, so we expect you to do the same. If they tell you to stop, then stop; arguing back or being disrespectful towards them won't guarantee you anything but a punitive action. If you have questions or doubts regarding how things are dealt with, or if you think that some of our Staff mishandled a situation, make sure to PM a DM or Admin with your concern.

9. Be considerate with others while in voice chat (VC). No yelling, bullying, or excessive cursing.

10. Do not attempt to circumvent the rules.

11. Timeout: If you are uncomfortable with anything that happens in a session, just say **"Timeout"** immediately, and the DM will take a break and give everyone a chance to address the issue.

12. Non-consensual PvP is not allowed. An infraction could result in in-game fines, or even a character or player ban depending on the severity. If the in-game situation requires PvP, try to make it non-lethal. No looting of other PC's stuff either. Taking a deceased character's belongings back to their Familia is fine.

13. It is possible to break the game. Do not try to break the game. Moderate yourself if you are an optimizer. Our social contract is that we are all here together to have some fun.

- This list may be subject to updates, depending entirely on events that may happen. Regardless of whether or not a specific rule is listed here, if a DM tells you to do/stop doing something, please respect it.

Cooperative Play

It's important that everyone in a party be able to get along together, at least enough to complete party objectives. If any party character becomes too antagonistic or uncooperative, the Party Leader can choose to call for a party vote to see if the troublesome character needs to be sent home.

If a simple majority of characters vote to send them home, the offending character must leave the party immediately, and will no longer be able to play in that session. If there is a tied vote, the Party Leader can choose to break the tie. The DM is the final arbiter with such a vote however, and can choose to veto a vote if they believe the booted character is being treated unfairly.

Also, a DM can make a player leave their session if they feel that player is being disruptive, after at least 1 verbal or text warning is given first. Such an action may involve the DM either invoking a Time-Out or kicking the player from the Roll20 & Discord servers for the remainder of the session.

If anyone that was removed from a party feels that it was done unfairly, they can appeal to the DM Team to review the event.

Basic Rules

Please read through all the rules before creating your character. If your character relies on a certain build type or special features, be sure to check with the DM's first to be sure everyone understands and agrees with the way your proposed character is going to work before you build it, as tables rules can vary, and no one likes character build or approval surprises.

Allowed Source Books for Character Creation

Dragonix, Character Options, Talents, Vol. I-III (3rd Party Resources for DanMachi's 'Development Abilities')

Eberron: Rising from the Last War (ERLW) (except some races [see Disallowed Races below], Dragonmarks, & House Agent Background)

Elemental Evil Player's Companion (EEPC) (except races)

Explorer's Guide to Wildemount (EGW)(except some races & Echo Knight)(Dunamancy spells are restricted to their subclasses)

Fizban's Treasury of Dragons (FTD)(Spells only)

Ghosts of Saltmarsh (GoS)(Backgrounds only)

Guidmaster's Guide to Ravnica (GGR)(no races allowed except Vedalkens, and no backgrounds allowed)

Icewind Dale: Rime of the Frostmaiden (IWD) (Spells only)

Lost Laboratory of Kwalish (LLoK)(Spells only)

Mordenkainen Presents: Monsters of the Multiverse (MPMM)(Only a few races are allowed. Check with a DM before picking one)

Mythic Odysseys of Theros (MOT)(except races)

Players' Handbook (PHB), or the 'Basic Rules', incl. Variant Human & Multiclassing (max 2 classes)

Strixhaven: A Curriculum of Chaos (SCC) (Spells only)

Sword Coast adventurer's Guide (SCAG)(except Tieflings)

Tasha's Cauldron of Everything (TCE)(incl. A modified Custom Origin, excluding Custom Lineage, Twilight Cleric, & Peace Cleric)

Tomb of Annihilation (Backgrounds only)

Van Richten's Guide to Ravenloft (VRGR) (except Lineages)

Xanathar's Guide to Everything (XGE)

Variant and Optional Official Character Creation Rules Allowed

Player's Handbook Customization Options (Multi-classing & Feats), and Variant Humans. We limit 2 classes total for multi-classing.

Tasha's Cauldron of Everything's **'Customizing Your Origin'**: (https://5e.tools/variantrules.html#customizing%20your%20origin_tce) is allowed with the following modification:

Instead of just swapping the attributes of a race with other attributes, follow the attribute guidelines in **Mordenkainen Presents: Monsters of the Mutiverse (MPMM)**: So you can pick any attribute to give a +2 in, then any other attribute to put a +1 in; OR pick any 3 attributes to put a +1 in. This optional starting ASI distribution can apply to every playable race on our server, regardless of source, except for Variant Humans who only get a +1,+1 ASI.

Customized Backgrounds from pg.125 of the PHB are allowed, with DM approval.

Sword Coast adventurer's Guide's Half-Elf Variants

Tasha's Cauldron of Everything's Optional Class Features

Source Books & Content that are Not Allowed

No Acquisitions Inc.

No Adventure with Muk

No Baldur's Gate: Descent Into Avernus

No Curse of Strahd

No DMG Races or Sub-classes

No Dungeons & Dragons vs. Rick and Morty

No homebrew classes or sub-classes.

No homebrew magic items unless given by a DM.

No homebrew races other than DanMachi re-skinned races.

No homebrew spells unless given by a DM.

No Locathah Rising

No Matt Mercer materials, except Explorer's Guide to Wildemount

No Mordenkainen's Tome of Foes (MTF)

No One Grung Above

No Planeshift material (Zendikar, Ixilan, Innistrahrd, Kaladesh, etc)

No The Tortle Package

No Unearthed Arcana (UA)

No Volo's Guide to Monsters (VGM)

No Wayfinder's Guide to Eberron (WGE)

No The Wild Beyond the Witchlight (WBW)

Other Content Not Allowed

No Custom Lineage

No Echo Knights

No Peace Clerics

No Twilight Clerics

No Gunslinger

No Gunner Feat

Other Allowed Content

Homebrew mundane weapons are allowed if using our 'Custom (Non-Magical) Weapon Designer':

https://www.dandwiki.com/wiki/Custom_Weapon_Design_(5e_Variant_Rule)

'Optional Limitations' will be reviewed on a case-by-case basis. See a DM for review, if needed.

Be sure to note the origin of the weapon in it's description box of your character sheet's attack macro so it can be easily identified.

CHAPTER 3: CREATING YOUR ROLL20 CHARACTER, STEP-BY-STEP

We strive to create a fair and balanced gaming environment for everyone at our virtual gaming table. It's never a finished product, but always a work in progress. These rules and guidelines are an accumulation of experience we have gathered over several years of gaming and DM'ing D&D 5E. They are not perfect, but they are our attempt to trim, polish, and expand the game in areas where we feel improvement can be achieved.

We stick mostly to the 'Rules as Written' (RAW), or to 'Rules as Intended' (RAI) of the D&D5e designers if the RAW rule seems poorly written; with occasional House Rule or Table Rule variance if it seems it's needed. We review WotC Errata, Sage Advice, and our House Rules regularly, and make corrections and updates whenever possible. And we've added a few homebrew rules to help polish D&D5e, and to help bring the flavor of the DanMachi world to our campaign.

Roll20 & Your Character Sheet

We play in **Roll20** (www.roll20.net), and use the standard Roll20 D&D5E OGL Character Sheets that we customize a little for our campaign.

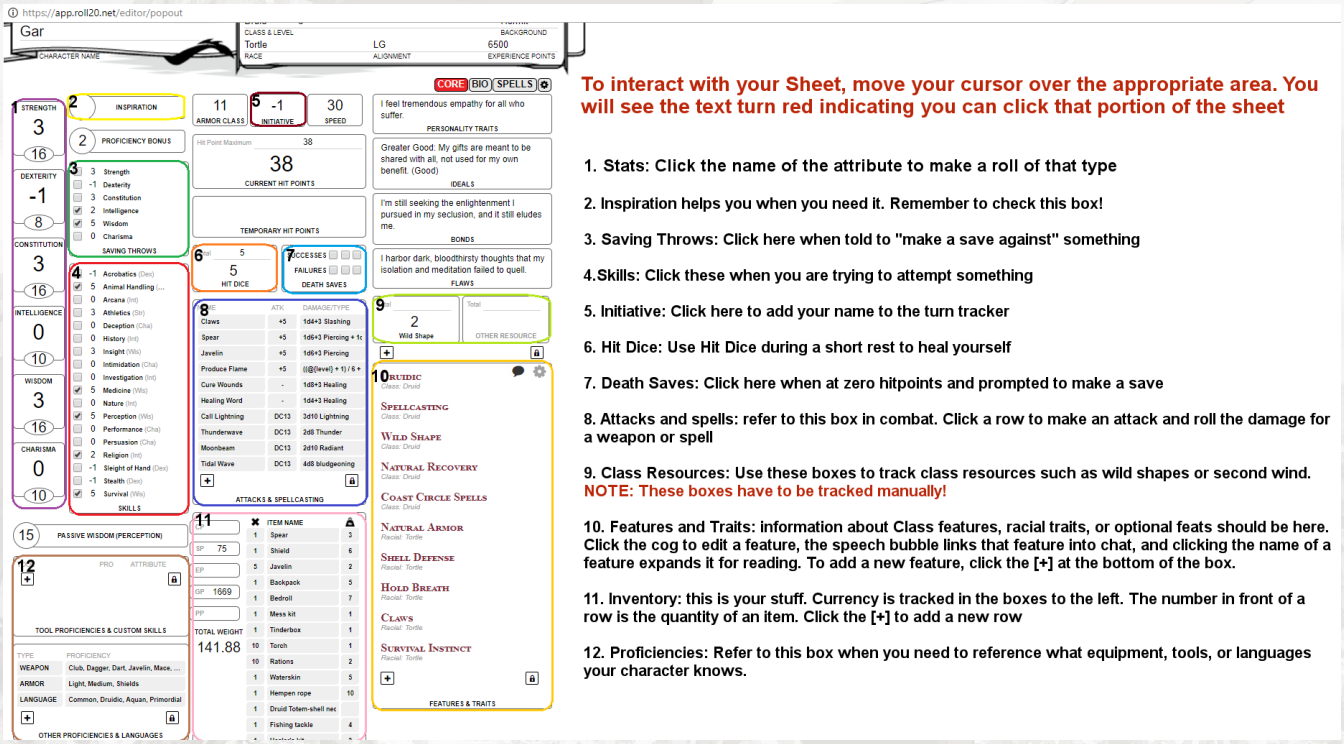
Join our **DanMachi D&D Roll20 Main Server** by following this Discord link here:

https://discord.com/channels/992755055759466517/1000034091707682876/1000034512782250108

Some games will be ran on our Main Server, while some DMs may opt to run sessions on their own shard (clone) of our Main Server. Check the posted Quest for Roll20 server details.

Roll20's D&D5E OGL Character Sheet (below)

https://cdn.discordapp.com/attachments/419612547046703116/419811347434307594/example.png



Your Character Sheet

Once you have loaded the Roll20 Main Server, where all character sheets are created and live, look in the 'Journal' tab for a folder called '**Unassigned Character Sheets**' at the top. In it, you should find some prepared character sheets labeled '**BLANK**'. If there is no blank sheet available or if you need help with this, please just ask in the **#ask-a-dm** Discord channel, or ping a DM to help.

You will need to choose a blank character sheet, **add your Discord name to the Bio & Info. section** under the [Edit] button. And then manually build your character on the character sheet. We don't use the Charactermancer because it severely limits the options available unless you have paid content, and it has had a history of bugginess. Ping a **@mentor** if you need help with your character sheet. Add an awesome name for your new character, and then get started building your hero!

Token & Avatar Pics

You can have both an avatar picture for your character as well as a token pic. The minimum required for play is a token with a border. If you already have a token pic, then you will need to upload that pic to your character sheet into the Edit/Avatar window. Click on [Edit] button at the top right of the Character Sheet. Then either drag and drop a token pic (with border) onto the Avatar window, or click the [Click to Upload] button, and navigate to your token pick to upload it by clicking on the [Open] button on the bottom right of the pop-up window.

Later, after your character sheet is approved and your token is set by a DM, you can upload a bigger avatar/profile pic to the Avatar window if you want, which can be larger than your token pic, to your character sheet Avatar window again, so that an avatar pic + a token pic will now both be saved.

If you have an avatar/profile pic hosted online, you can instead just drop a direct link to it in your Bio & Info section of your Edit window, and we can grab it and plug it in for your avatar pic.

Starting Level

All characters **start at level 1** with 0 XP. This is to reflect the 'Coming of Age' feel that the DanMachi story offers, with new teen rookie adventurers just starting out in Orario. We ensure that PCs quickly 'fast growth' their way through this stage, and into more sustainable levels.

Races in the World

In Orario, there are a great variety of people who have come from all over the world to either become adventurers, or to do business with them or the Guild. They come in many shapes and sizes, and all are welcome to help out in the Dungeon.

Playable Races

(see Appendix B for a detailed listing of all playable races)

Standard D&D races are allowed, as per the allowed source books above.

A few fantastical races from Mordenkainen Presents: Monsters of the Mutiverse are allowed *(with many exceptions [See Disallowed Races below])*

The race (or other rules) you choose must be taken from the most current published version of that race or rule.

There are DanMachi-specific races that can be played by re-skinning standard D&D5e races:

Beastfolk: These people look like humans with animal-like ears and tails. Just use a Shifter variant of your choice, and re-skin it with demi-human visual traits only that are among those represented in the DanMachi world (like the furry ears & a tail of different animals, etc.) Use this link for reference: https://danmachi.fandom.com/wiki/Races

Amazon: These are basically a race of humans that are all females. Just re-skin them as base human or variant human females that "only give birth to other females", and who have their own Amazon language.

Dark Elves: Use Drow.

Half-Dwarves: Use a re-skinned Dwarf or Human/Variant Human.

Pallum(Prum): These are small people. Use a Halfling.

Half-Pallum(Prum): Just re-skin a Halfling or a Human/Variant Human.

Disallowed Races

No homebrew races. But we do allow re-skinned Shifters for DanMachi Beastfolk, & re-skinned Goliaths.

A 'Goliath' is playable, but will have to be re-skinned with a new race name, like 'Mountainborne' or something due to it sharing the name of a floor boss monster.

No races with a flying speed.

No Simic Hybrids

No gods: PCs are not allowed to play gods.

No Spirits: They are NPCs only. (Gnomes, incl. Deep Gnomes, in our campaign are just another standard race, they are not spirits.)

No monstrous races. They tend to be non-intelligent evil creatures in this world, and are hunted.

Choose Your Race & Possible Subrace

Choose from the approved sources above. This list will help you choose:

(https://5e.tools/races.html#human_phb)

(although it needs additional filtering)

Then decide whether you want to keep the racial ability scores as-is, or whether you want to choose **Tasha's 'Custom Origin' (modified)** to add a custom +2 & a +1 to a couple of ability scores, or to add +1 to 3 ability scores, instead of the standard published racial ability score increases (ASI's)*(this is to allow almost all races to use the same ASI's as the new 'Mordenkainen Presents: Monsters of the Multiverse' ASI rule)* The other parts of Custom Origin remain unchanged.

Every playable race, except Variant Human, can optionally choose this modified Custom Origin instead of their normal racial ability score options. Since Variant Humans only get an ASI of +1,+1, they don't qualify for the +2+1; or the +1+1+1.

On your character sheet, click the cog wheel in the top window that includes race, class, & level. Then add your chosen race there.

If you choose Custom Origin, make a note of that in your character sheet, along with whatever changes from your base race you have chosen.

Standard Languages

(these are readily learnable at character creation)

Language -	Typical Speakers -	Script
Koine (Common)	Humans/Orarians	Koine
Amazon	Amazons	Amazon
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Gnomish	Gnomes	Dwarvish
Pallum	Pallums	Koine
Celestial	Gods	Hieroglyphs
Sylvan	Fairies & Spirits	Elvish

Everyone starts with Koine (Common) learned at character creation.

Exotic languages are not readily learnable at character creation, but may be discovered over the course of adventuring.

Speed

Add your character's speed in the Speed window. This is usually based on and listed with their race.

Ability Scores

In our campaign, we want our PCs to become heroes, so we start out with a **heroic set** of base ability score attributes that you can distribute however you like among your various abilities:

(**18, 16, 14, 12, 10, 8**). Just be sure to note on your character sheet Bio tab somewhere how you spent them, with racial, feat, & ASI mods, etc. so the the reviewing DM can follow along with your build choices.

Describe Your Character

Alignment

Choose your character's alignment: It must be a non-evil alignment as this is a heroic campaign. On your character sheet, click the cog wheel in the top window that includes race, class, & level. Then add your chosen alignment there.

Background

Choose your character's background from the approved source material above:

(https://5e.tools/backgrounds.html#azorius%20functionary_ggr)

(some additional filtering required), or create a new 'Customizing a Background' (PHB pg.125) option with DM approval. You can replace factions and organizations with new ones from the DanMachi world, to include Familias or the Guild, with DM approval. On your character sheet, click the cog wheel in the top window that includes race, class, & level. Then add your chosen background there.

Also include your background feature and other benefits your background gives you in your Character backstory window on the sheet's Bio tab. Add any language, skill or tool proficiencies your background gives you to your character sheet in the Proficiencies, and Features & Traits windows, as needed.

Backstory

Write an interesting backstory for your character that expands on their background. It can be short or long, as you desire. Your character's beginnings can be from within Orario or from a forest, city, farm, island, or nation outside of Orario. Be sure your character has a strong motivation for coming to Orario, and to the Guild, as ordinary people usually don't take such lethal risks as Dungeon exploring. There is a bit of location info. on the Net for the DanMachi world to pick and choose from, as well as some locations in **Appendix F: Locations.**

Or come up with a generic idea, and get a DM to help you fit it into the existing DanMachi world lore. Put this backstory, or an abbreviated version of it, in the Bio tab in the 'Character Backstory' window.

Optionally, if you want others in Roll20 to know something about your character, you can add part or all of your character's description &/or backstory in the Bio & Info window that is reachable when you hit the [Edit] button in the upper right corner of your character sheet.

Character Age

All PCs must start play as at least an adolescent or 'teenager' for their listed race. For humans, that's 13 years old. For other races just multiply 0.72 x their Adult Age. Magical age reduction cannot reduce their age any lower. Although playing older characters is not disallowed, the flavor of DanMachi stories is normally centered around teen or young adult characters just starting out as new rookie adventurers.

Personality

Give yourself **2 Personality Traits, an Ideal, a Bond, and a Flaw** based on your background and/or your character backstory.

Pantheon (The Deities)

Pick your character's **chosen deity** from our list of campaign-specific deities that are present on the Lower World in the City of Orario. **This is important** for everyone who is not a warlock, as they need to make this choice in order to receive a deity's **'Falna'** (divine magical Blessing (divine inspiration) that manifests in the form of a large magical status sheet tattoo on a character's back) in order to become adventurers and level up in power, and as the deities must physically give them a **'status update'** when they acquire

enough **'excelia'** (experience points) to level up. The Falna is deific magic ('Arcanum') that unlocks the inherent power potential in mortals.

If you want to choose a deity that is not on the **Appendix C: Deities List**, speak to a DM about it to see it if that request can be accommodated. Generally speaking, the **'Fantasy-Historical Pantheons'** are those that are primarily represented in this world. See:

(https://5e.tools/book.html#phb,-1,fantasy-historical%20pantheons,0)

The DanMachi world does not include Forgotten Realms deities except where there are crossover/overlaps with fantasy-historical pantheons.

However, any new deities added to the world will be assumed to have just arrived from heaven, so will begin without funds or a Familia, and will start with a 'poor' lifestyle. But they will start with a modest 'cottage', or similar structure from the Strongholds book, as a headquarters (HQ)/home. Such buildings can be upgraded later as funds and time permit.

It should be mentioned that in the DanMachi world, some deity alignments, portfolios, and genders differ from those which are in the PHB, or IRL mythologies, as noted in the **Appendix C: Deities List.**

When your character chooses a deity, they are also choosing their **'Familia'** (family/clan/faction). Just about every deity in Orario has their own Familia of adventurers and supporters that serve them and protect them from harm. And the primary service adventurers provide, at least for the Exploration Familias, is to explore the Dungeon below the city, and do their part to control the ongoing monster invasion from below.

Most Familias also have an HQ building & grounds in Orario that most Familia members live, meet, eat, and train in. Benefits for Familia membership are detailed in **Appendix D: Familias List.**

You can only be a member of one Familia at a time, and your deity must release you from their Familia before you can join another. And when a Falna is applied to a character, it must stay there for 1 game year (6 IRL months) before it can be removed and replaced with another Falna from another deity. The gods cannot skip this time delay, unless the existing falna's god gets sent back to heaven.

On your character sheet, go to the Bio tab. Then **add your chosen deity & Familia** in the 'Allies & Organizations' window as this will be your clan/faction, and your key to becoming an adventurer *(unless you are a single-class warlock)*. Later, you will get a chance to rp joining the Familia.

It is possible for Warlocks to skip choosing a deity, as their pact with a spirit or other higher power serves this purpose for them. Such beings lend them the power to level up when enough 'excelia' (XP) is accumulated. Joining a Familia is optional for them.

Pick Your Starting Class

One of the major differences between DanMachi and D&D5e is D&D's Class System. Where DanMachi just has skills & abilities, D&D has classes, skills, & feats. And since classes are a core part of D&D, we are keeping them intact, making adjustments to the campaign where necessary to accommodate them.

Pick your class from one of the approved source books above. Here's a listing:

(https://5e.tools/classes.html#artificer_tce,state:ishideoutline=b1)

Your class will give you most of your features, proficiencies, spellcasting, saving throws, attacks, etc. Add these to your character sheet in the 'Features & Traits' window.

Multiclassing

You will be able to multiclass later if you desire, but you will be limited to 2 classes total as a House Rule.

Compendium & 5e.Tools

One way to help speed class feature documenting along in your character sheet is to go to the 'Compendium' tab of Roll20 and type in your desired class in the search window. Then it should show -Classes/'your class' in the

search results. Then click on that class and drag & drop it into your character sheet. This should automatically populate a few things in your sheet such as class saving throw proficiencies, class weapon & armor proficiencies, and some lvl 1 class features.

Other things you may need to add in manually. Or if you are technical with web browser scripts, you can use 5e.Tools

(https://5e.tools/index.html)

browser scripts to temporarily import class and other information that you can drag & drop into your character sheet.

Be sure to pick and add all of your languages, class skills, and tool proficiencies too.

Hit Points

At level one you take the max hit points for your class + your CON bonus. At level up to lvl 2 and thereafter you take the **average** roll for your hit die + your CON bonus.

Hero Points

DanMachi D&D is a heroic campaign, and to help flavor this we use the DMG Variant/Optional Hero Points rule

(https://5e.tools/variantrules.html#hero%20points_dmg),

which offers a few extra **d6 dice** that are available to add to rolls, similar to Bardic Inspiration dice, but they can also give an automatic successful Death Save roll as well. They refresh once per level:

Hero Points in Detail - DMG p264 Hero points work well in epic fantasy and mythic campaigns in which the characters are meant to be more like superheroes than the average adventurer is.

With this option, a character starts with **5 hero points at 1st level**. Each time the character gains a level, he or she loses any unspent hero points and gains a **new total equal to 5 + half the character's level**. Hero Points only recharge in DanMachi upon 'status updates' (leveling up).

A player can spend a hero point whenever they make an **attack roll, an ability check, or a saving throw**. The player can spend the hero point after the roll is made but **before** any of its results are applied. Spending the hero point allows the player to roll a d6 and add it to the d20, possibly turning a failure into a success. A player can spend only 1 hero point per roll. Hero points cannot be given away or sold.

In addition, whenever a character fails a death saving throw, the player can spend one hero point to turn the failure into a success.

Starting Equipment & Coin

To help rookies get started quickly, they can choose the standard starting equipment for their class & background:

Class:
(https://5e.tools/classes.html#artificer_tce,state:ishideoutline=b1)

Background:
(https://5e.tools/backgrounds.html#azorius%20functionary_ggr)

as well as take the average of their starting money:

(https://5e.tools/quickreference.html#bookref-quick,1,starting%20equipment)

option **in addition** to their starting equipment. See 'Orario Coinage' down below for the local Orario currency and coin conversions.

When a PC joins the Guild, they are given the starting equipment for their class for free from the Guild's armory. So go ahead and add it onto your sheet now to prepare for play. They also start game play having already purchased any non-magic items they want using their available funds from any random adventurer shop in Orario. Make a note of any purchases in the **#downtime** channel, as it's also a log of all expenditures on the server.

Choosing Their Equipment

Your character's starting equipment is determined by your class and background. You may choose a trinket as well if you like. You can

sell any or all of your starting equipment if you want *(but not to the Guild, they might frown on that)*, at half the normal book (retail) price. You can also buy non-magical equipment & spell components with your additional starting funds. This buying and selling can occur before game play begins, if you wish.

Be sure to add all purchased equipment to the Equipment window of your character sheet. If it's not on your character sheet when you need it, it's not available for use. If you don't have something equipped, be sure to uncheck the box on the left of the item. If you are not even carrying the item at all, be sure to erase it's weight in the right column so you don't get penalized for it. Or move it to the Bio tab/Treasure window of your character sheet.

Purchasing Multiple Special Items

The availability of special items, such as Potions of Healing, Alchemists' Fire, Antitoxins, Plate Armor, Plate Barding, Spyglasses, mundane crystal balls, etc. in any given shop is limited. If you want to buy multiples of anything valued at 50 gp or more from a shop or NPC, please check with a DM for current availability of multiples of such items first before purchase, as stocks are limited.

Starting Coin

To determine your starting coin amount, go to the 'Starting Equipment/Starting Wealth by Class' chart on pg.143 of the Player's Handbook (PHB). Be sure to get **both** starting equipment **and** average starting coin before you submit your sheet for DM approval:

https://5e.tools/quickreference.html#bookref-quick,1,starting%20equipment

You can spend this coin before play starts by buying anything that you can afford, and that you want to begin play with. You do not need to rp buying it in Orario if you want it to just represent gear that you have accumulated over time.

Orario Coinage

In Orario, the currency is called a **'valis'** or 'v' for short. There are the standard coins, such as gold pieces (gp), silver pieces (sp), copper pieces (cp), and platinum pieces (pp). There are no electrum pieces (ep). In addition to these standard coins there is a smaller denomination coin called a steel piece (v), aka a 'valis'. A valis is worth 1/10 of a copper piece (cp), and is the standard unit of currency measure in Orario.

So the currency conversions and denominations are:

- 1 Platinum piece (pp) = 10 gp. It's stamped "10,000v" and represents 10,000 valis.
- 1 Gold piece (gp) = 10 sp. It's stamped "1,000v" and represents 1,000 valis.
- 1 Silver piece (sp) = 10 cp. It's stamped "100v" and represents 100 valis.
- 1 Copper piece (cp) = 10 v. It's stamped "10v" and represents 10 valis.
- 1 Steel piece (Valis) = the base unit of currency in Orario. It's stamped "1v" and represents 1 valis. You will rarely actually see these coins though due to inflation. Most have been swept off the market long ago, and merchants tend to just round off their prices and the change given.

Prices for everything in Orario are denominated in valis only, but on the above chart you can see what the underlying coin types are. **An easy way to mentally convert the valis coinage denomination for a gold piece price is to just drop 3 zeros from the valis amount in order to get the gp value of some price.**

So for example, 10,000v = drop the "000" to get the 10gp equivalent result. Simple.

For silver pieces, you only drop 2 zeros: So 10,000v = drop 2 zeros = 100sp.

For copper, drop 1 zero: 10,000v = 1000cp

And lastly, for platinum, drop 4 zeros: 10,000v = 1pp

But please don't confuse the merchants in Orario by asking for gp or sp, etc. They are only Familiar with dealing in valis numbers.

The most lavish stores can also deal by using gemstones, such as diamonds, etc. to cut down on the volume and weight of making large purchases with coin. Diamonds can come in a variety of sizes and denominations based on size, from 300,000v, to 25,000,000v.

Carrying Coins & Other Wealth

Coins are heavy, and their weight needs to be accounted for, so any coinage carried needs to be added to the coin window just above the Equipment window. But the valis denomination is tiny, and carrying around a few tons of coins is just not feasible. So it's wise to carry only the largest denominations of coinage you can afford.

For instance, 1 pp is worth/denominated as 10,000v, and weighs 0.02 lbs. But 10,000v steel coins (1v ea.) themselves weigh 200 lbs. So we can assume you can easily and freely buy valis coins denominated into pp (10,000v) and gp (1,000v) coins whenever needed. So you can auto-convert valis into all pp coins (10,000v denomination ea.) for ease of transport if you want.

And we can assume all transactions will automatically use the largest denomination coin types possible for all transactions, as no one wants to carry around unnecessary weight. This will be a lighter way to carry your valis.

Also, for very large amounts of valis, currency exchanges will sell (marble-to-softball-sized) large diamonds in 300,000v (300gp), 500,000v (500gp), 1,000,000v (1000gp), 5,000,000v (5000gp), 10,000,000v (10,000gp), & 25,000,000v (25,000gp) sizes to keep size and weights down. And these diamonds are accepted by any merchants that deal in high-end expensive items.

Encumbrance

'Supporters' are an integral part of parties & Familias in the DanMachi world. They can be either NPCs or PCs of a lower play tier (they earn limited bonus XP). One of their jobs is to carry extra gear for the party. Because of this thematic resource, we use the **PHB Variant: Encumbrance rule** that slows you down if you are overloaded.

(https://5e.tools/variantrules.html#encumbrance_phb)

This is to encourage the use of Supporters and to discourage taking all your coin with you into the Dungeon.

Lifestyle Expenses

Your base lifestyle will be determined by the lifestyle rating of your Familia, or the Warlock Grotto (modest). If you want a higher rated lifestyle, you can Work in downtime to have a chance at raising it for a short time. There are no lifestyle upkeep, Guild taxes, Familia dues, or room & board payments needed, although some Familias expect you to donate to their building funds.

Re-flavoring

Some things can be re-flavored to suit your theme or style, but they cannot in any way alter the mechanics of the game. Neither can such re-flavoring duplicate any other class/subclass/feat/talent that does the same thing. Also, such re-flavoring must stay within the campaign genre. Changing damage types is not acceptable re-flavoring. If you change the name of an item or a feature, be sure to list that item's or feature's real name in the description area of the sheet macro, etc. so the DMs can see what item is being re-flavored.

Character Sheet Build Approval

When you first build your character, you will need to **post in the #ask-a-dm channel for a 'Character sheet review & approval'**. You cannot play with that character before it gets approved by a DM. Be sure to show how you build your character on your sheet so the reviewing DM can understand how you put it together. This is important for things like determining how you achieved your ability score totals, saving throw mod totals, etc.

Once your character sheet is approved by a DM, they will set up your character token for you, move your sheet down into the **Characters** folder, and add your token to the Main Page in Roll20.

If you do not play or RP in Discord for a month or more, your sheet may be moved down to the Inactive folder, and your Discord roles may be set to Inactive. To be removed from the Inactive folder, just sign up for a quest and ask a **#staff** member to move you back to active.

Once your character sheet is approved, you are almost ready to get started.

CHAPTER 4: HOUSE RULES

(be sure to review these before making your character)

Martial Combat House Rules

Universal Power Attack

When **anyone** uses the Attack action to make an attack using any weapon (either melee or ranged) which they are proficient with, or an unarmed strike, they can freely choose to take a penalty to the attack roll equal to up to their proficiency bonus. If the attack hits, they add a bonus to the attack's damage amount equal to double the amount of the attack penalty they chose to apply.

This rule does not stack with the attack penalty/damage bonus feature of the Great Weapon Master Feat or the Sharpshooter Feat, but instead replaces the attack penalty/damage bonus features of those feats. No feats or talents are required to use this free combat feature. It also replaces the Dragonix Power Attack Talent. This does not work for spell attacks, including spell attacks that include an attack roll, or casting a spell as a part of an attack action.

Weapons and Armor are Not Invulnerable

In the world of DanMachi, all weapons and armor need maintenance as even magic weapons can get dull and need sharpening & maintenance after days of heavy use. And even magic armor can get damaged by heavy fighting.

If you are just on a day trip, it's not usually a problem, as you can do maintenance upon your return home. But if you are on a multi-day quest in the Dungeon, or if you critical fail or receive critical attacks a lot, then it becomes an issue. You'll either need the Smithy's Tools skill proficiency (along with the actual Smith's Tools) to maintain your own weapons and armor over days of heavy use, or you'll need access to someone who has that skill and has the tools to service weapons & armor in the dungeon. (or someone who has the Mending cantrip)

Critical hits and critical fails can cause equipment failures. If you attack with a non-magical weapon and roll a natural 1 crit fail, your weapon will **shatter** into 1d12 shards, becoming useless. And if you are wearing non-magical armor and someone crits against you, your armor will be damaged and lose 1d8 points of AC that can only be repaired by a Smith with Smith's Tools (or by a Mending cantrip).

If that reduction would bring your armor's AC down to the base of 10 or lower, then the armor is ruined and useless until it's repaired by a Smith with Smith's Tools (or a Mending cantrip). Such repair costs vary by Smith, but often cost about 1,000v(1gp) per point of AC above 10 to fully repair, and typically takes about 10 minutes per AC point to repair.

If you have a magic weapon and roll a natural 1 crit fail, then deduct one "+" or ability (user's choice) from your magic weapon on each crit until it has no more magic left to remove. In such a case that everything magical has been removed with multiple crit fails, it becomes a non-magical weapon and then follows the rules for non-magical weapons above.

If you have magic armor (except adamantine) and someone rolls a natural 20 crit against you, then deduct one "+" or ability from your magic armor (user's choice) on each crit until it has no more magic left to remove. In such a case that everything magical has been removed with multiple crits against you, then the armor becomes a non-magical armor and then follows the rules for non-magical armor above if hit again with another crit.

Repairing damaged magical weapons and armor requires someone with the Smith's Tools + the Arcana skill (aka a 'Magic Smith') to repair, and usually costs about 10,000v(10gp) & 1 lb. of Magic Stones (or a half lb. of a magic loot drop) per point or feature to repair, and typically takes about 10 minutes per AC point to repair.

This magic stone or loot amount is consumed, and does not constitute the price the Magic Smith may charge you for the magic item repair. That amount will have to be negotiated with the Magic Smith directly.

Critical Roll Mitigation

Crit fails that you roll, and/or crits that are rolled against you, can be mitigated with things like DM Inspiration, Luck Points, Hero Points,

etc. And when something is used to turn a crit into a normal hit, then no crit damage affects are given against your weapon or armor. And because of this, magical adamantine armor will never suffer from crit damage because it automagically turns crits into normal hits.

There are other ways to damage armor and weapons too, even if they are magical. Things like acid and rust monsters in this world also affect adamantine and magical metal weapons & armor, etc.

The **Mending** cantrip is very valuable in that it can also repair damaged weapons and armor. It can restore a dulled blade to it's original sharpness, repair either 1 break of a weapon, or repair 1 point of the AC of damaged armor per casting. A blade that has been shattered into multiple shards, or armor that has lost multiple points of AC, will require multiple castings of Mending. Mending can also physically mend magic items in the same way, but it cannot restore lost magical abilities. Only a Magic Smith can do that.

Spellcasting House Rules & Clarifications

Spellcasting in Armor

A leveled spell gained through a class or subclass may only be cast with equipped armor and/or a shield if that same class or subclass provides the armor proficiency for that armor or shield.

Racially-provided or feat-provided armor proficiencies don't allow you to be able to cast a leveled spell in armor or while wearing a shield. Leveled spells that are available through sources other than a class or subclass do not have this restriction.

A spellcaster who gains an armor or shield proficiency from some source other than their class or subclass can still wear the armor and/or shield, and they can still freely cast cantrips, but they cannot successfully cast any leveled spells while wearing the armor and/or shield. If they attempt to do so, the spell will fizzle, and the slot will be wasted.

Druids cannot cast cantrips or spells, or Wild Shape, while wearing metal armor or wielding a metal shield, as the metal interferes with the Druid's powers. Studded leather armor is allowed however, as it doesn't contain enough metal to stop the druid's powers.

Mind Down Condition

If a spellcaster runs out of spell slots and begins casting multiple cantrips, they are essentially running on empty "mind" (manna/spell slots), and can easily become exhausted. If casting cantrips with no spell slots left, after you have cast your CON bonus worth of cantrips (minimum 1), you begin having to make CON saves for each cantrip cast after that. The Warcaster feat gives Advantage on this roll. If you fail a CON save, you gain 1 level of exhaustion and fall unconscious.

This condition is known as 'Mind Down' or 'Mind Zero', and unless magically revived with restoration magic, you will stay unconscious for 1d60 minutes until your mind has had a chance to rest & recover a little.

Either sleeping for 1 hr, or taking a Short Rest, will reset the CON bonus counter back to full. Taking a Long Rest will reset everything back to normal. Keeping a light crossbow around for such occasions might be prudent. This is a DanMachi flavor item.

Shield Spell Modification

When casting a Shield spell, the amount of bonus to your AC is an amount equal to your proficiency bonus. Everything else is the same as the original spell. So a lvl 1 caster will get a +2AC from the spell, while a lvl 20 caster will get a +6AC from the spell. This is a more balanced approach to the spell, and represents the caster getting better at using it with experience.

Silvery Barbs Spell Modification

You magically distract the triggering creature, and can optionally turn its momentary uncertainty into encouragement for another creature. The triggering creature *now has 'Disadvantage' on the triggering roll.*

Additionally, if you upcast this spell to 2nd level or higher, you can then choose a different

creature you can see within range (you can choose yourself). The chosen creature has Advantage on *an* attack roll, ability check, or saving throw *(of its choice)* it makes within 1 minute.

A creature can be empowered by only one use of this spell at a time.

To clarify, this spell cannot overcome Legendary Resistance, as that feature is only applied after all dice rolling modifications have completed. And WotC has stated that this interpretation is Rules as Intended (RAI).

Simulacrum Spell Modification

Simulacrums cannot cast/create other Simulacrums in any way, even with a Wish spell. And when they are changed into other creatures, they still retain their simulacrum core essence, as that can never change for them. They will never truly cease being a simulacrum, even when shifted into different forms.

Spell Timing Modification

The following spells have durations or time limits that are not conducive to the West Marches 2x IRL environment, so modifications are needed:

Spells for Buildings

A spell that must be 'cast every day for a year' to make a permanent effect only needs to be cast every day for 30 IRL days within an area that you have ownership of or have permission to use in that way.

A spell that must be cast 'every day for 30 days' to make a permanent effect only needs to be cast every day for 7 IRL days within an area that you have ownership of or have permission to use in that way.

Either of these two types of spells can also be made permanent by using a Wish spell to make them permanent.

Ceremony

Time of the wedding effect extends from 7 days to the next 2 quests the recipients share.

Clone

The time for a clone to mature is reduced from 120 days down to 30 IRL days.

Hallow

Casting Time is changed from '24 hours' to '1 Downtime day while not in a quest'.

Raise Dead & Resurrection

Coming back from the dead is an ordeal. The target takes 4 levels of exhaustion. Every time the target finishes a long rest, the exhaustion is reduced by 1 until it disappears. These are extremely rare spells to find in Orario.

Shapechange

Any WotC published creature that has a CR equal to or lower than your level, except for a construct or an undead, can be shapechanged into if the caster has seen one in person before, including NPC's, excluding named creatures, subject to DM-approval. If the creature is an "x-level spellcaster" (has class levels), then those associated class level spells & cantrips are not castable. If they are an 'innate spellcaster', then those innate spells are castable.

Wish

Even in role-playing channels in Discord, if a Wish spell is used in a way that is not replicating a lower level spell, to include making a building-related spell permanent, a DM must be present to adjudicate it.

Healing House Rules

Healing Potions

Healing potions are used according to the general damage type. External injuries require the healing potion to be poured over the injured flesh, while internal injuries require the healing potion to be drank. If administering a healing potion to someone who is unconscious, the same applies: either pour it on their external injuries, or you can feed it to them in case of internal injuries. This is just fluff to support the healing potion usage of the DanMachi world.

Recovering from the 0-HP Unconscious Condition

If you go to zero HP and go down Unconscious, and then later get revived, or roll a natural 20 on a Death Save and wake up, you will need to take a moment to get your bearings, and to get your body moving again. Upon regaining consciousness, you will be awake but **Restrained for 1d4 rounds** after waking up until your body recovers enough to function properly again.

Magic Items House Rules

NPC/Pet Magic Items House Rule

For an NPC, whether a person, conjured creature, or pet, etc., to attune to or use a magic item, they must have an Intelligence score of at least 6 to be smart enough to properly use the magic item, unless the item says otherwise. Some things that just automatically work, such as Horseshoes of Speed, Feather Token, Weapon of Warning, or a Saddle of the Cavalier, etc., are an exception.

Also, the creature must be able to employ the item correctly for it to work, according to the wording of the magic item's entry. For example, a horse cannot hold a wand, a biped cannot use a Saddle of the Cavalier, a tiny creature cannot hold a staff or wear normal armor, etc. The usage must make sense.

Tasha's Spellcaster Magic Items House Rule

Some of the Tasha's Cauldron of Everything's (TCE) spellcaster magic items, such as Amulet of the Devout, the Bloodwell Vial, the Reveler's Concertina, the Rhythm-Maker's Drum, Arcane Grimoire, etc. have spell save DC and/or spell attack bonuses. These bonuses do not stack with any other magic items from Tasha's.

Character Development House Rule (Leveling Up)

Development Abilities

In DanMachi D&D, you get to choose a 'Development Ability' (aka a talent) from one of the '**Dragonix, Character Options, Talents, Vols. I-III**' pdf books each time you level up, starting at 2nd lvl. These Development Abilities are in addition to your normal leveling progression. At ASI levels, those ASI's are treated normally, with the option of taking 1 or 2 ASI stat points for 2 or 1 attributes respectively, or by taking a feat, if desired, and if any prerequisites for the feat are met.

However, if any Development Ability has the same or a very similar feature as a feat, the two features do not stack unless the talent specifically says it stacks. Other parts of a feat or talent can still be used, it's just any feature that is duplicated by the talent does not normally stack. The PC can choose to use either one of the duplicating features, but not both simultaneously.

Also, prerequisites for the Development Abilities as prescribed in the Dragonix book entries are required.

While many other adventurers might have the same class or subclass as you, few will have the exact same Development Abilities as you do, so this is an area where you can really stand out.

When you level up, starting at lvl 2, add your chosen new Development Ability to your 'Features & Traits' window of your character sheet. Also be sure to include which **Dragonix book volume** you took that talent from, as well as the **page number** so the reviewing DM can locate it.

CHAPTER 5: PREPARING YOUR CHARACTER IN DISCORD

Character Description

Once your character is approved, please add your character's portrait and description into the **#character-description** Discord channel to let all the other players see and learn about your new cool character!

Character Spell List

If you are building a spellcaster, once your Character Sheet is approved and you have picked your starting spells, take a screenshot of your spellsheet and add it to the **#character-spell-list** Discord channel. This is a registry of your current active spell list. Be sure to update it before a session if you have made changes to it since your last update. It represents the spells you will be preparing at the start of the quest. Then delete any previous entries.

Class Registry *(Discord Self-Assigned Roles)*

We like to try to keep track of how many different classes are in play for demographics. If you are wanting to know which classes might be under-represented on the server, go here to get an idea of what's in play and what isn't.

Once you have chosen your class, then react to a class icon there to self-assign a role that registers you to a class that you will be playing. If you multi-class later, be sure to return here to add your new class to the registry.

If you have a class that is not on the list, be sure to tell the DM Team in the **#ask-a-dm** Discord channel so they can update the registry list for you.

Your Discord Name Convention

For your Discord name on our server, we like to see your preferred Discord name on the left, with your character name(s) on the right, with no spaces between them, such as:

``Sandman(PC#1|PC#2)``

This helps people identify who each character belongs to, as well as to assist with name administration. It's best to include no spaces in it either.

Tupperbox Proxy Bot

Our Tupperbot (Tulbot) is a proxy bot that allows players and DMs to rp using their character names & avatar pics instead of their Discord name & pic. They call this proxy a 'profile'. This is especially helpful for those who control multiple characters.

There are two ways to control the Tupperbot:

1. Online Dashboard: Go here:

(https://tupperbox.app/), and create an account. Once you link this server to your account, you can build and edit tupper bots directly in the Dashboard interface, and they will update on our server automatically. Here's a tutorial for the dashboard:

https://youtu.be/7a30dNnwXaw

2. Discord line commands. Type ``Tul!help`` in our Discord server's **#bot-channel** to get a list of Tul commands. First, you need to 'tul!register' a new tupper proxy with an activation trigger. You can do this either in the Discord Dashboard website, or in Discord with line commands. Then, you need to 'tul!avatar' to add a pic to it the same way.

If you choose to use Tupperbox line commands to register your tupperbot, see the video tutorial here for help:

https://youtu.be/mAGciYRRXX0

It also briefly covers the dashboard as well.

If you have a couple of PCs, several pets or companions that rp, or if you are a DM that controls multiple NPCs, then you can use this technique to make multiple proxies. That's all that's needed to get going with tuppers.

Of the two tupper registration & control formats, the Dashboard seems the easiest way to create and manage multiple tuppers. You can even give each one a birthday date this way. But either bot registration technique will work. And once you register a tupper, it should be available to any Discord server you are on that has the Tupperbox bot installed.

CHAPTER 6: ROLEPLAYING IN DISCORD

Roleplay Arriving in Orario and Joining The Guild

Quests and Missions into the Dungeon require Guild membership to be allowed to go down into the Dungeon, as they control access to it, and regulate whatever comes out of it.

Once your new character sheet is approved, your tupperbot is made, and your class & spells are registered, then you are ready to rp your way onto the server. Start in the **#Orario** Discord channel. You can either arrive in the city from abroad to the City Gates, or maybe you were born here in the city. Then make your way over to the **#Guild** channel.

Or, you can just start in the #Guild channel if you want to be quick about it. RP going to the Service Counter in the Guild and inquiring about how to join the Guild. There should be a **Guild Advisor** NPC there to answer your questions, and to sign you up. Ping a **#staff** member, and someone will rp this with you as soon as they are available.

The Guild Advisor will take your information, ask some basic character questions, and then will instruct you to get geared up at the Guild Armory before you leave. This is where your starting equipment for your character comes from.

Your Guild Advisor will give you an **Orario city map** (see above) with marked locations, including some of the more popular **Familia headquarters** in town, as well the **Warlock Grotto**, along with instructions to visit their library to research which Familia you would like to join (see the **Appendix D: Familias List**), or how to join the Warlock Grotto if you are a warlock and don't want a Familia (Multiclass Warlocks need both a patron and a god/goddess).

And then your Guild Advisor will instruct you to go visit a Familia or the Warlock Grotto, and sign up if possible. This is where you will be living. The Familia's god or goddess may or may not also live there. And if going to a Familia, this is where you'll meet your god and receive their Falna.

Joining A Familia (family/clan/faction)

Once you have decided to join a Familia, you need to go see them at their HQ in Orario and apply for membership. If they are willing to meet with you, they may ask a few questions, and discuss the responsibilities and benefits of joining.

There is no guarantee a Familia will accept you, however. If the Familia is full, or if they don't think you are a good fit for them, then they'll tell you to move on and find another Familia. They can be picky with who they accept, as some of them are looking for certain types of candidates only. It may take a few tries to find a Familia that will accept you.

However, the Warlock Grotto will freely accept any warlock in town who needs a place to stay, whether they are single class or multiclass. They are not picky.

CHAPTER 7: FAMILIA LIFE

Receiving Your Falna (Divine Blessing)

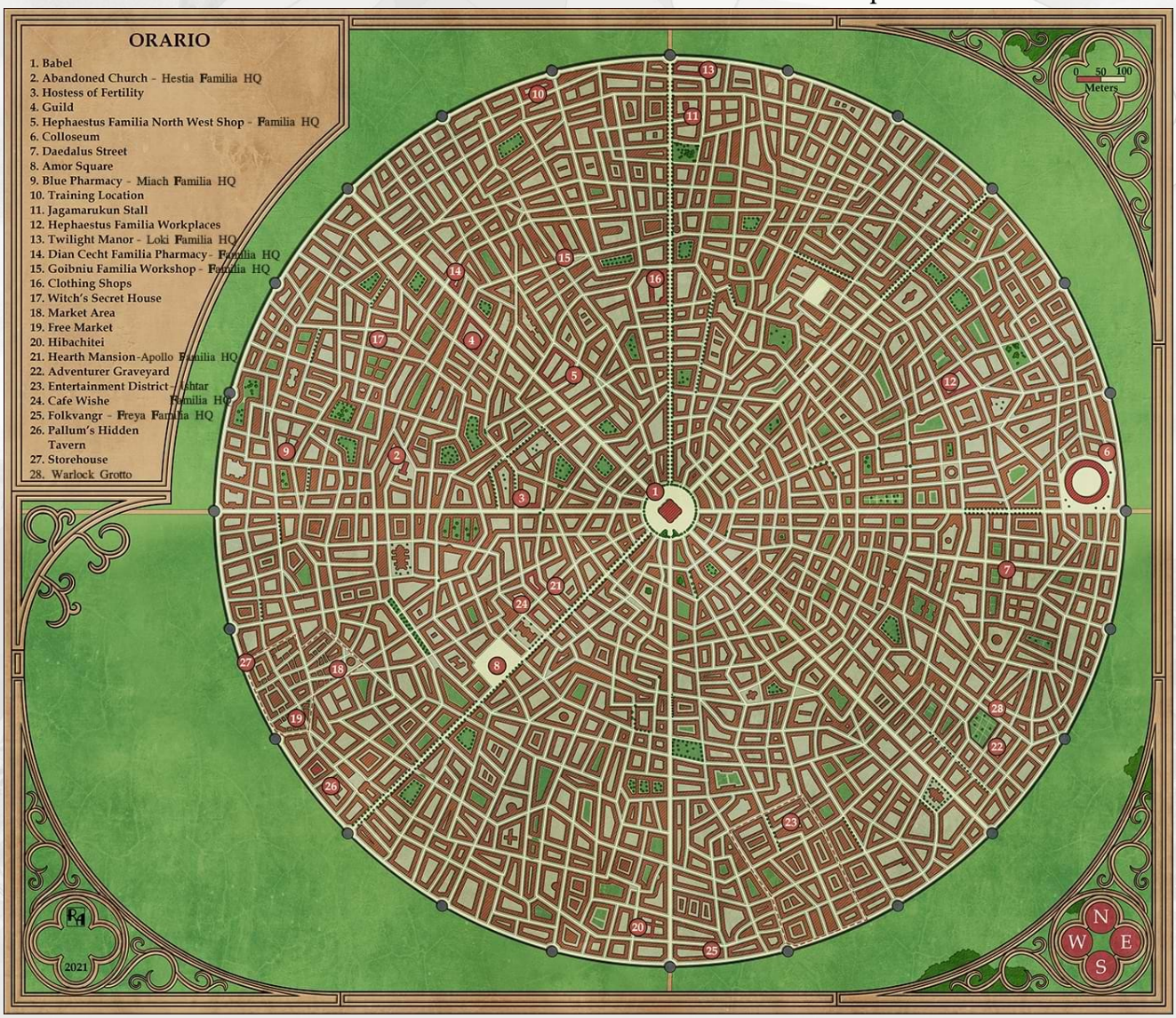
Then, when accepted into a Familia, the Familia god or goddess will meet with you, and then will ask you to strip off your shirt so they can apply their Blessing (Falna) to you, on your back. They'll prick their finger and drop a drop of their divine blood onto your back, imparting their Blessing, their 'Falna' to you. This becomes a magical tattoo of your stat block on your back, along with the god's/goddess' insignia. Once that is complete, you are officially a junior member of that Familia.

Familia Responsibilities

The Familia will typically provide **room & board** for you, and maybe even show you around their home/HQ. Your lifestyle at the Familia can range from Poor to Modest to Comfortable depending on the size and wealth (or poverty) of the Familia.

Familia members are expected to participate in Familia activities, such as Familia Dungeon expeditions. They are also commonly expected to make regular donations of a fraction of their earnings to the Familia to help cover room & board, help pay for Familia-sponsored Dungeon expeditions, as well as for the building fund for maintenance and future Familia building & lifestyle upgrades. Some Familias are stricter about these contributions than others, but all will accept Magic Stones or Magic Loot Drops for these payments.

This **Familia fund** is typically used with the **Strongholds** book to build new buildings and rooms that offer special features. A nice



god/goddess will consult with their Familia members about which upgrades to add to their home, and when to do so, as upgrades offer certain perks.

Familia Notice Board

Each Familia HQ has an **#(xyz)-Familia-notice-board (the Warlock Grotto has one too)** in Discord that only Familia members can see. So be sure to check it out periodically for Familia announcements (New members, level-ups,

building upgrades, etc.), and Familia-specific quests & missions, etc.

Familia Insignia Pins, Uniforms, & Armor

The Familia will usually give you a '**Familia Insignia Pin**' to wear to show which Familia you belong to, if you want. Wearing it is optional, except for formal occasions where it is typically required. Some members go so far as to get small tattoos of their Familia's insignia, but that's not required beyond the magical Falna tattoo on your back.

And yet other Familias offer **uniforms** that you are required to wear. These typically have the Familia insignia on them somewhere, usually on the left breast pocket area, or on one of the shoulder sides, or both.

And if Familia loaner **armor** is given out, it too will usually have the Familia's insignia on it in the same places, as many Familias like to advertise their numbers and their wealth.

Familia Magic Signet Ring

Upon reaching level 5 (Tier 2), the high-'**piety**' Familia members (those with at least a few piety points earned) typically receive a **magical signet ring** with their Familia's insignia/crest on it if their Familia is wealthy enough to live a 'Comfortable' lifestyle. This is up to either the god/goddess or the mortal Captain of the Familia. See the **Piety/Familia Magic Items** section below for examples. This magically enchanted signet ring signals full membership in the Familia, and can be used for wax stamping official correspondence, etc.

Familia Feature: Safe Haven

As a Familia member, you have special access to shrines and temples to your god/goddess in Orario and all around the Lower World. The priests, acolytes, and supporters that operate these facilities see you as a personal champion, defender, and agent of their god or goddess, and can provide assistance to you on your travels and adventures. They can provide you with access to shrines, temples, safe houses, healing, restoration, holy water, free room & board, and assistance in finding information.

Renown

(reputation or status with a Familia, the Guild, or other organization)

Renown is the reputation you have with a certain organization. You can gain renown from several different organizations, and you should track the renown you receive from each one. Put your **'Renown Points'** in the 'Allies & Organizations' window of your Bio tab on your character sheet to keep track of them. The better your reputation, the higher you are regarded by those from that organization, which can offer some additional benefits or perks.

Having renown with the Guild, another Familia, or another organization can mean they owe you some favors, or that they will give you better deals, help you out when in need, etc.

Gaining Renown

Gaining renown is possible when a Familia or other group observes or hears of behavior from you that they strongly approve of. If something is important to them, and you do something to support that, then they might give you 1 Renown Point.

If they give you a quest that directly supports something that is important to them, and you complete it well, showing them that you are a true ally, then they may give you 2 Renown Points for your actions. This 'Renown' is given out at the discretion of the DM running the session, and will be given alongside 'excelia'/XP.

Losing Renown

Losing renown or reputation is also possible. If you do something that publicly embarrasses your Familia, you may lose renown with both them and other Familias as well, which could result in loss of title and position.

If you continually break the Guild's rules, or make a huge mistake with them, you can lose renown with them as well. And they pick who goes on Guild quests and missions, so it's best not to ruin your reputation with them if they have adventurers on waiting lists for quests, as someone with terrible renown might be placed at the bottom of the waiting list. They have also been known to 'Blacklist' adventurers, so don't be "That Guy" or "That Girl" with the Guild.

Piety (God or Familia Renown)

Renown received from your own god/goddess or Familia is called and is tracked as **'Piety'** on your character sheet, and it has it's own Piety window below the Proficiencies window that shows any Familia perks or titles you may get for your renown/piety rewards from your deity or Familia. Piety represents your faithfulness & loyalty to your god/goddess and Familia.

Having high 'piety' within one's Familia can help someone to gain a position of authority and a title within the Familia. Level advancement alone often isn't enough to be placed into a leadership position in most Familias. A character usually also has to also demonstrate not only leadership skills, but that they align with their god's and Familia's ideals too. And gaining piety helps to prove they are aligning themselves with the mission and goals of their Familia.

Each deity & Familia can be different with how they reward piety. Some examples of titles that a Familia may bestow upon their own members are: Recruit, Initiate, Novice, Supporter, Adventurer, Adept, Veteran, Hero, Executive, Vice-Captain, & Captain; some of which have extra prerequisites such as a certain level as well. Piety titles are usually only given out to members of one's own Familia, and not to members of another Familia that have received renown from them.

Some examples of rewards for renown or piety (exceptional service to the cause, etc.) can include: free healing, a free product or service of whatever the Familia's business (if they have one) produces (ex. weapons, armor, divine wine, potion, spell scroll, other magic item, etc), willingness to fight with you in battle, to go on a rescue party if you are in need, misc. gifts, etc.

Piety/Familia Magic Items

The higher ranks or titles in a wealthy Familia can also come with some basic **loaner magic item** perks. Each Familia may be different in how it handles such benefits.

Common examples of Familia magic items that can be loaned out to members in good standing are: Bags of Holding, magical weapons, magical armor, Boots of Striding & Springing, access to spellbooks, and Rare magic (Familia signet) rings (such as of Protection, Free Action, Animal Influence, Fire Resistance, of the Ram, Evasion), etc. These items are typically Familia insignia-branded loaners, and cannot be sold or traded. They have to be returned when no longer used.

When deities descend to live on the Lower World, they are still immortal, but they are not omniscient and do not automatically know when a follower works for them or against them. They can only learn that by observing, questioning, and hearing of their children's deeds, both good and bad, when deciding on whether to give or take piety to or from them. They can also choose to change or suspend Familia and piety benefits if and when desired.

And mortals cannot successfully lie to a god or goddess when questioned by them, as the gods/goddesses can automatically detect lies from any mortals. *(Mortals are not however compelled to answer their questions, although they will usually lose renown or piety if they refuse a god/goddess.)*

The gods & goddesses have a perfect memory, and they are always linked to and feel the connection to their Falna that each of their children carry, as if it is a tiny sliver of their divine essence that they have shared with their children, because it is. In this way they know if

each of their followers is alive or dead, regardless of distance from them.

Personal Locker Channels

We have an optional Discord channel category to hold a separate and private Discord channel for each character's personal quarters foot locker, as well as any notes you may want to keep, in case you hate constantly going to Roll20 to look for all your stuff. Nobody will be able to view your private footlocker except for you and the DMs. This is entirely optional, and if you want one, just drop your request in the **#ask-a-dm** channel.

Changing Familias

If you ever want to change Familias, you will need to have been a Familia member for at least one game year (IRL 6 months) before your Falna will unlock and allow you to switch allegiances.

You can be a member of only one Familia at a time. If you desire it and qualify for a change of Familia, you must convince your existing god/goddess to let you go. If they allow it, they'll remove their Falna from you. Then you'll be free to join a new Familia and receive a new Falna from your new god/goddess. But deities tend to be rather jealous of their followers, and don't let them go lightly.

CHAPTER 8: PLAYING DANMACHI D&D

Playing on Quests & Missions

A **"Quest"**, whether it's from a Familia, the Guild, or one that you generated yourself, is a request to perform a certain task or service, most often related in some way to the **Dungeon**, but can also be for some task inside the city, or even outside of the city or in a far-off land. Participation is optional for these requests, and they are the "bread & butter" of your adventurer earnings and excelia (XP) potential.

A **"Mission"** on the other hand, is like a quest, but comes with a requirement to perform, either from your Familia or from the Guild; participation is mandatory. Missions are serious situations, and often involve the whole Familia or Guild. No one is exempt from missions unless they are too sick or injured, and cannot perform their duties.

Joining Quests & Missions are the two main ways of earning excelia (XP) and valis (coin) in our DanMachi campaign. Once you have either joined a Familia, or the Warlock Grotto (if you are a warlock without a Familia), then you can periodically check in with those groups, as they all should have a **#Familia/Grotto-Notice-Board**. And check in with the Guild for quests or missions on their **#Guild-Quest-Board**. These boards are where quests and missions are posted.

The Guild doesn't care which Familia you are in when they post their quests. Such parties are typically made up of adventurers from different Familias. Familia quests however are often assigned to members of their own Familia only, but not always. Sometimes they may need some extra help from outside of the Familia, especially with specialists like Magic Smiths.

Also, you can just go solo hunt out into the woods outside of town if you want to do a little hunting. Or you can go down into the first few floors of the Dungeon if you want to solo hunt some weak monsters there. But don't go too deep, as the deeper you delve down into the Dungeon, the more numerous and dangerous the monsters become.

Or you can form a party to do some hunting, as it's always safer in numbers. Just ping a DM when you want to go to either the **#Woods-Outside-Orario**, or **#Dungeon-lvl-1**, etc. to do some hunting, and if a DM is available, you can get some quick adventuring in.

You can play in any quest or mission that is open that you qualify for according to your tier level. Some quests will be locked for certain Familias, but most will be open enrollment according to your 'tier'. Each session will have a corresponding play tier associated with it that will be listed on the **#Guild-Quest-Board** or a **#Familia/Grotto-Notice-Board**. If your character level/tier matches a Guild quest or Mission, you can play in it. The Guild Advisors ensure that tier restrictions for Guild quests & missions are enforced.

Standard D&D5e Play Tiers By Character Level

Character Lvl	Tier	Typical Dungeon Fl. Lvls
1-4	1	1-20
5-10	2	21-50
11-16	3	51-59
17-20	4	59+?

Quest Template

Here's the Quest Template that we use for Guild Quests & Missions:

Quest Title

Quest Summary

Quest Reward

Date

Time: (Server time is Central Time (CDT or CST) and is always used here. Also we tend to add a UTC time conversion for those in other time zones)

Tier: This tells you which tiers of levels are allowed to play in the session.

Quest Type: Exploration, Combat, Security, Fetch, Heist, Mystery, etc. gives you an idea of the type or general format the quest will likely take on.

Run Time: is always a rough estimation, which can change depending on the party and the DM.

Game Host: Which platform?: Roll20. Voice? Discord. Other options?

Shard: Which Roll20 server will the session be played on?

Priority: Which players have priority for sign-ups onto the roster. Priority sign-ups can include new players that haven't yet played in a session, or those who may not have played in a month or longer, etc. They go to the top of the roster, potentially bumping others down the list.

Roster: Party Size: How many PCs can go on the quest? Once they are on the roster they could still be bumped down if a higher priority player joins, possibly moving down onto the Reserves list.

Reserves: This is the waiting list to get onto the roster if there are any cancellations, etc.

Quest Sign-Ups

Sign up for a Guild Quest in the **#guild-quest-sign-up** channel, and for a Familia Quest in the **#(xyz)-Familia/Warlock-Grotto-quest-sign-up** channel for your Familia or the Warlock Grotto.

Quest Sign-Up Template

Sign up using the following format:

Your character's name, class(es), and level(s).

Quest Name.

The date you last played or DM'd.

Any info the DM needs to know, such as any pets you are bringing along, voice chat restrictions after a certain time, hard cut-off time, etc.

Then ping the DM that's running the session.

They should get back to you with either a 'thumbs up' reaction if they put you on the roster, or should PM you if you will be put on the Reserves list or if you do not get onto either list.

Party Roster Slots

Don't be discouraged if all the slots in a Guild Quest show to be filled already. Those are all just temporary place-holders until all the sign-ups have come in. If a late sign-up is a higher priority than someone on the Roster, then that lower priority player will be moved down a slot, possibly down onto the Reserves list. So be sure to include the last date you played on our server when you sign up if you haven't played in awhile and you want to possibly get a higher priority.

Reserve Slots

And players on the Reserves list are waiting to see if there will be a cancellation from someone on the Roster, which is a frequent occurrence, in which case they will be bumped up onto the Roster at that time.

And occasionally someone will no-show to the session, and a Reserve will be called 10 or 15 minutes after start-time. So it's good to be available around start time if you are on the Reserves list.

Familia/Warlock Grotto Quests

A Familia or Warlock Grotto Quest doesn't necessarily have sign-up priorities or tier restrictions, unless the quest giver has such priorities. If it's a player-driven quest, the organizing player gets to set the priorities, tier restrictions, and the roster composition.

Requesting a Quest

If you want a DM to run a certain quest for you, the best place to post that request is in the **#quest-request** Discord channel. You can add roles to the request as well, like **@tier-1**, **@tier-2**, **@(xyz) Familia,** etc. to ping those who qualify for your quest request in order to gather interest for it.

If you want the session to be a quick pick-up game, you can ping **@Here** to let anyone currently on the server know that you want to do a quick pick-up game, which is just an ad-hoc, informal, let's go do something now, kind of session. And be sure to ping **@dungeon-**

masters too to catch their attention if any are online. Generally, the more player support you can get for a pick-up game, the quicker you can recruit a DM to run the session.

You can also do recruiting in the rp channels, collect a list of committed characters, then submit that list with your Quest Request post. That allows you to build your own Dream Team if you wish. The Quest Requester is solely in charge of any priority players they may want in their player-driven sessions.

Pets & Companions

If you intend to use any pets in sessions, such as Familiars, mounts, companions, etc., especially combat-oriented pets, let a DM know what it is and what its name is, so they can get an NPC sheet for your pet ready in Roll20. It will live in the **Pets Folder** in the Roll20 Main Shard Journal tab. If you want any special avatar and/or token pics for it, be sure to provide those as well.

Pre-Quest Activities

Sometimes you may want to get a head start before your quest begins. There are a number of activities one can engage in just before the quest starts. If a PC performs pre-quest activities, list them in the DM's Voice Chat text channel before the session starts, and be sure to ping the DM there so they can review the activities. Here is a sample of some possible pre-quest activities if such facilities are available to the character:

- **Baths/Developed Hot Spring:** If a short rest is taken in this room, you double the number of hp restored from rolled hit dice.
- **Training Grounds:** If you spend at least an hour training here, you gain a temporary Advantage on your first attack made during your first round of combat, which lasts until your next long rest.
- **Dining Hall:** Once a game week a banquet can be held here that grants (1d4/1d8) Inspiration for the party to split up 1 per PC as you see fit. This stacks with DM Inspiration, but not with other forms of building room inspiration. You can only have 1 such banquet inspiration at a time. It is transferable.
- **Stables:** Mounts that take a long rest in these stables have increased movement (+10 ft) until their next long rest.
- **Theater:** When someone performing on stage makes a successful Charisma-based skill check, it's at Advantage, and if successful, once per game week, any ally in attendance gains a point of Inspiration. This does not stack with any other building room-based inspiration, but does stack with DM Inspiration. It is transferable.
- **War Room:** If one is available, this can cut travel time to your destination in half.
- **Cast Divination or Long-Term Buff Spells:** such as Aid, Arcane Eye, Augury, Clairvoyance, Commune, Commune with Nature, Contact Other Plane, Contingency, Darkvision, Death Ward, Divination, Find the Path, Hero's Feast, Legend Lore, Locate Animals or Plants, Locate Creature, Locate Object, Mage Armor, Mind Blank, Nondetection, Phantom Steed, Rary's Telepathic Bond, Scrying, Seeming, Telepathy, Water Breathing, Wind Walk, etc.
- **Top Off Equipment & Supplies:** Be sure to have extra healing potions, healer's kits, antitoxin, rope, ammo, and special gear such as a grappling hook, monster repellents or lures, etc. before the quest begins.

Roleplaying with DMs

Often a DM will be available to rp NPCs in the game. These interactions can be simple discussions such as interacting with vendors or Familia member NPCs, but they can also be springboards for mini-quests that can earn some excelia just by accomplishing some rp goals in the rp channels.

Or they might turn into a sparring match that can offer some excelia, or they might be plot hooks that turn into proper quests that move the conversation over into Roll20 for some exploration, intrigue, or combat action.

Voice Chat Games

Voice chat in Discord while playing in Roll20 is our primary means of game play. Sometimes a player cannot use a mic, and instead can use text chat in Roll20 & Discord. But the DM will be using voice chat, so **all players must at least have speakers, a headset, or earbuds, etc. to be able to hear the DM talking in session.**

Logging your Adventures

You should keep a record of your game sessions, including any rewards received as well as any important information that might be needed later, such as notes for a Quest & Mission Report, or for making a map to sell to the Guild.

Since this is a living world, decisions and actions have consequences, sometimes lasting consequences. And things done in session can come around again in the future as the world is changed for better or for worse. You can keep your own spreadsheet or other documents for tracking any important information or events that happen in session.

Quest & Mission Reports

We encourage PCs to write-up Quest & Mission Reports after they finish quests & missions. This helps to communicate what's happening to the player-base so that everyone is more informed about the happenings on the server and in the sessions.

Every player that posts a Quest & Mission Report within 24 hrs of completing a session, if it is a good, unique, & thorough report, will receive both DM Inspiration and a 10% bonus to their earned excelia (XP) from that session.

If they already have DM Inspiration on that character, it does not stack, sorry. A character can have only 1 DM Inspiration at a time. DM Inspiration is a single-use stored virtual d20 die that can be used to re-roll any Saving throw, Ability Check, Attack roll, or Skill check roll, including Death Saves. Once used, it is expended.

Experience "Excelia" Earned

After the game session is over, the party will receive an even split of "excelia" (Experience Points/XP) listed in the **#quest-rewards** Discord channel for that session. Note this on your character sheet as accumulated XP as normal. The PHB here:

(https://5e.tools/quickreference.html#bookref-quick,0,tiers%20of%20play,0)

will show you when you have earned enough XP to level up (to get your 'status update') to the next PC level.

Mapping the Dungeon

The Guild will pay for any maps that are created of a Dungeon area or level. They will pay more based on the coverage size of the map and its level of detail. The amount is determined by the **Exchanger** at the Guild upon review of the finished map. *(This is an example of getting paid in game for your artwork in the form of Dungeon maps.)*

The Dungeon is constantly evolving and changing, so old maps are often no longer of much use, while the need for new map updates is continual. And because of this ever-changing state, no one ever has a completely updated map of a level of the Dungeon. Some places tend to stay the same over time, while other areas seem to be continually morphing. Usually only bits and pieces of a map are accurate at any given time.

And because of the constantly changing landscape of levels, and the difficulty in reaching the lower levels where the serious threats live, the Guild places more value on the depth of exploration, extermination, and mapping efforts over the breadth of completely clearing and mapping out a single higher level.

And bragging rights go to those who delve into the deepest floors of the Dungeon, which progressively gets more lethal the farther down it goes, dozens of floors down.

The Dungeon also re-spawns many slain monsters every day, so 'clearing out' an entire level is rather futile as the slain monsters may just return the following day. But if their

population can at least be held in check, that reduces the chances of them forming a horde and forcing their way to the surface to destroy Orario above, and beyond.

Selling Maps to the Guild

Selling drawn maps to the Guild can earn some extra coin, depending on how well the maps are made. We don't allow screenshots for map submissions, but we do allow hand-drawn maps that have been either scanned or photographed, and digital maps from scratch, such as digipad line drawings in MS Paint, Photoshop, etc. The maps don't have to be pretty to be submitted, just functional. They are not required, but just optional items you can sell to the Guild if desired.

Shards & Character Vault

Some DMs have their own copy of the game server (a cloned server), called a 'shard', that they DM on. When a DM is running a session on their own shard, the players will need to transfer their character sheets over from the Main Server to the DM's personal shard prior to the session start time. This is performed using the **Roll20 Character Vault** found in the Tools section of the Roll20 online website.

Here are some instructions:

https://wiki.roll20.net/Character_Vault

https://youtu.be/w_PvnlJ4KxQ

Be sure to update your character sheet on the Main Server only, as shard clones do not normally get saved after the quest is complete. Those sheets usually get deleted. Please don't try to port your character sheet from a play shard back to the Main Shard, as that will cause duplicate sheets and confusion about which is the proper character sheet.

CHAPTER 9: QUEST REWARDS

At the end of the quest or mission session, you will often have earned some sort of rewards. These rewards can be among, but not limited to the following:

- **Magic Stones** (crystal shards) that can be exchanged for valis (coins) at the Guild, or used in the creation of magic items.
- **Magic Loot Drops** – typically magical monster body parts that can be either sold to the Guild, or used to create magic items.
- **Magic Items**
- **Valis** (money in the form of coins of various precious metal denominations)
- **Gems, art objects, spellbooks, etc.**
- **Story rewards** – favors, boons, items, coupon discounts, special access, etc. that are often related to a plot, and that can have lasting value.

Magic Item Loot & Use

When your party finds a magic item while adventuring, the party can choose to use it immediately, cast Identify on it immediately, take a short rest to identify it, or to wait and take it home for identification and loot picking. If someone uses the item immediately, that doesn't mean it is permanently theirs, it just means the party is lending it to them for now. If it was an expendable magic item, then it may or may not last until the session has completed.

The party leader will determine if any expended magic item will count as a loot item for the person who expended it. Loot picks for magic item ownership come at the end of the session, and are handled in the Discord server after the Quest Results have been posted.

If a magic item is consumed, destroyed, or lost during play, then you need to remove it from your character sheet, and it cannot be gained again except through future gameplay. **Any item that is not on your sheet is considered to not be carried on your PC at that time.**

Legendary magic items may only be acquired or used by Tier 4 adventurers on Tier 4 adventures. Legendary magic items given out or acquired are owned by the party that acquired them. And the party decides who gets to wield them, according to the limits above. If sold, they can only be sold as party loot with the proceeds split evenly between all the party members.

Spellbooks Found in Loot

If a spellbook is found in loot on a Familia Quest or Mission, it typically becomes the property of the Familia to be placed in the Familia's Library for access by all Familia members. And if found on a Guild-sponsored Quest or Mission, then it becomes the property of the Guild to be placed in the Guild Library for access by all Guild members.

For access to a Guild spellbook, a donation of 50gp per spell level to the Guild will allow it to be made available to that Guild member for spell copying purposes, as long as the spellbook doesn't leave the Guild Library. For a Familia's spellbooks, they set their own rates (if any) for access by their Familia members.

However, if a character who was on a Guild Quest or Mission where the spellbook was found, claims that spellbook as one of their loot picks, then they get free copy rights to that one spellbook for life. They will not need to make any donations to the Guild to copy any spell from that specific spellbook ever. For Familias, their individual rules concerning copy rights may vary.

Coins and Other Treasures

Whenever a party finds coins or receives coin rewards, it is always denominated in valis, the common currency of Orario. It us usually of little concern which kinds of coins are present, as the total amount in valis is what is usually reported.

For example, instead of finding a chest with 23pp, 312gp, 564sp, & 1,328cp inside, you will instead be told you found a chest of coins containing 611,680v. That would be like saying you found 23 quarters, 312 dimes, 564 nickels, and 1328 pennies, which would be weird to say,

as people in Orario would rather just know the total valis amount.

The denominations of the coins that make up the coin loot is of little concern in DanMachi beyond their carry weight.

Salable Loot

You will sometimes find items that can be sold for valis. Most non-monetary items can be sold to a shop that sells that kind of item for half their normal retail value, unless the items are in bad shape in which case they might not sell at all. This is often referred to as **salable loot**, and is usually sold at the end of a session after the quest results have posted in Discord, and the proceeds in valis are usually split evenly among the party members.

Buying Salable Loot

If a party member wants a loot item that is designated to be sold, they can essentially **buy the loot item** at it's current value from the party. They can do this by putting the value of the item in valis into the party loot, taking the item, and then splitting the party loot evenly.

Or they can take the item and subtract it's sale value from the valis they would normally receive once everything is sold, if the item's value is less than the amount they will normally receive as a reward in valis. If however the item's sell value is greater than their expected share of valis, they may actually need to add some valis into the party loot to make up the difference so that an even split of value can still be achieved.

For example, if a 4-person party loot contained plate armor (sell value 750,000v (750gp), as well as 1,500,000v in coin, and someone wanted to pick the armor, then the value of their loot pick is 750Kv, while the evenly-split loot picks of the other 3 party members would be 500Kv (1,500,000v/3). In this case the armor picker is getting an advantage over their party by getting more value out of the loot pick than the others.

So if a party leader wanted to make this loot split more fair, they can tell the armor picker that the value of everything including the armor and the coin is worth a total of 2,250,000v (750Kv + 1.5Mv), and splitting that evenly comes to 562,500v ea. So if the armor picker wants the armor, they'll need to pay in the difference between their allowed loot value amount (562,500v) and the value of the armor (750,000v) = 187,500v that they need to add into the loot pile to keep it at an even value split. Because every v. (whether in coin form or another form) they take beyond their allocation amount is a v. they are unfairly taking from all other party members.

Story Awards

Occasionally the party or a member will earn a story reward. This can be anything that is connected in some way to a plot or situation, from a favor, a boon, to a plot-related magic item, to an important contact, opportunity, or resource, etc.

Be sure to record these on your character sheet for future reference. And feel free to notify the DM of a session you are in if it seems such a story reward could be useful in a given situation.

CHAPTER 10: CHARACTER DEVELOPMENT – LEVELING UP

When you have gained enough "excelia" (XP) to level up, pick what you want your next level to be, whether in the same class or a new class, and determine what features you will get for that new level.

Make sure you have the minimum attributes to qualify for your existing class + the new class if multi-classing.

You add the **average** of hit points for your new level + your CON bonus as normal D&D 5e.

Development Abilities

Also, starting at lvl 2, and every level thereafter, pick a **"Development Ability"** (talent) from one of the **Dragonix Player Option Talent** pdf's, **Vols. 1, 2, or 3**. This represents a DanMachi extra 'Development Ability' of your choice you get from either your god's Falna or from your warlock patron. If you have both a god's Falna & a warlock patron, you only get this once per level, starting at your lvl 2 '**status update**' (see below).

These 'Development Abilities' (talents) do not replace feats, but compliment them, making certain specialties better and more unique.

Feats

Feats are allowed, and can be used by Variant Humans at character creation, and by anyone when they receive an Ability Score Increase (ASI) at certain levels. 'Development Abilities' (Talents) cannot be taken as your ASI's. Upon leveling up to class level 4 for example you get 1 Development Ability (1 at every level-up), and 1 ASI (which can be used to increase a stat or two, or you can choose a feat instead). But you cannot take a Development Ability instead of an ASI or feat for a total of 2 Development Abilities that level. You only ever get 1 new Development Ability per level.

Status Updates (Leveling Up)

Status Updates are the DanMachi way of increasing skills and abilities, essentially 'leveling up' in D&D terms.

If you are any class except a warlock, then when you level up just roleplay (rp) in Discord your character going to meet with your character's god or goddess at their Familia HQ for a **"Status Update"**. The god/goddess will be played by a DM or moderator, so be sure to ping **@staff** when you do your rp. The god/goddess will 'inspect' your PC's 'Falna' (stats/ character sheet) on their back for the new excelia, ask you what direction you want to grow in now (desired class, level, and talent), and then lock it in for you (make it official).

This is all really just rp fluff according to how the DanMachi leveling system works. Beyond the meeting with your god/goddess, you level up your character sheet normally. Warlocks don't get status updates as they don't have Falna.

Once you level up, your Familia and the Guild will post your promotion on their Notice Boards. And once per Tier, when attending their quarterly meetings known as the Denatus, the gods may choose to give any newly-leveled adventurers an alias name, or nickname. Sometimes these nicknames are cool, and other times they are rather embarrassing. The gods humor themselves with such things.

Delayed Leveling

Quests are assigned to a certain play tier, from Tier 1 thru Tier 4, according to how D&D5e normally works, as listed above. Sometimes you might want to stay in a certain play tier and not advance to the next tier when you would normally level up. You can instead optionally choose not to level up. You just add your excelia as normal, but simply decline to level up when it becomes available. Then later you can choose to level up when you feel the time is right.

Level 20 Excelia (XP) Cap

Once you get to lvl 20, any excelia earned in excess of the minimum amount required to achieve lvl 20 is not used. And then no more

excelia can be earned once you level up to lvl 20, as that is the highest level in the game. There are other rewards however that can be earned at lvl 20, at the DM's discretion.

Gaining Hit Points

When you level up, you gain new hit points. For our campaign, we just take the **average hit points + your CON bonus for hit points** for your class when leveling. Rolling for HP is not allowed.

Rebuilds/Respecs

You can make any changes you want to your new character before you play them for the first time. But if you make any changes after the character sheet is approved, be sure to check in with the DM that approved your character sheet to let them know of your updates.

Also, you get 1 free rebuild/respec of your character during it's lifespan. If you decide it's growing in an undesired direction, you can rebuild it's classes, subclasses, skills, feats, and 'development abilities' once. You cannot change it's race or background though.

And you have to follow the IRL 6 month wait guideline for changing Familias, unless your god/goddess either disbands their Familia, or dies and gets sent back to heaven. In such a case, your Falna immediately fades, and you are free to join another Familia immediately.

Additionally, if a new source book is published that contains something that your PC just can't live without, you can ask the DM Team to allow you to respec to incorporate that new content. They'll review your request and let you know if you can make the changes.

Request your respec in the **#ask-a-dm** channel, and state whether you are taking your 1 free respec, or you desire a respec due to a new source book that has just been published that you need. List the features from that source book that you want to incorporate into your character. New source books need to be approved by the DM Team before their content can be used.

Characters that are making respec changes are considered to be away for 2 weeks IRL in order to undergo these changes to be rp'd as re-training, etc. Document this respec weekly in the **#downtime** channel until complete.

CHAPTER 11: END-OF-LIFE STUFF

Death, Disease, & Curses

If during a session you receive a disease or a curse that the party cannot resolve at that time, you can talk to your Familia when you return home to see if they can help you get over the ailment. They should have your back, and help you to resolve such things.

Last Will & Testament

You should create a 'Last Will & Testament' that details what should be done with your body if you die. Should the Familia attempt to get you raised? Should they instead bury you, cremate you, set your burning corpse adrift on the sea? Do you want to give a DNR (Do Not Resurrect) Order?

If you are to be resurrected, it's a very expensive process, so how will it be paid? You can detail the answer in your Will. You can also pre-purchase the expensive spell components for the spell as a form of insurance if you know of someone capable of casting such extremely rare spells. You can set up an insurance policy ahead of time in the event of your untimely demise.

If you are to stay dead, what to do with your belongings? They cannot go to another of your characters, so what should be done with them? Detail that in your Will too.

If you die in an adventure, you gain XP and rewards up to the point of death, but no further. You stop earning everything once dead. If you are later brought back from death to life, you can apply those rewards you did earn until you died. If any excelia is given out while you are dead, you do not receive any of it, even Quest Completion XP.

If tangible rewards such as valis are earned by the party after you have died, whether or not you will receive any of those rewards will be up to the Party Leader.

If you are brought back to life before the end of the session however, then you re-gain any excelia or other rewards that you missed out on while you were dead. But once the session is complete, that rewards recovery is no longer an option.

Death & Retirement

If you die and cannot, or wish not to be resurrected, your character is effectively retired. Create a new character. If your character is later resurrected, they can be brought out of retirement and then can resume play. But if neither of your characters is Tier 3 yet, then one of them will need to go into semi-retirement until the other levels up into Tier 3. Then they can return to play after that as an Alternate Character (Alt).

Death Tax

If your character is killed and you create a new replacement character, you can take **half the excelia (XP)** of that dead character and apply it to your new character at character creation to give them a head-start. That means there is a 50% XP death tax.

Voluntary Retirement

If you choose to retire your character, they can either become an NPC, or ride off into the sunset never to be seen again. Be sure to add "(RETIRED)" to your character sheet after their name. If they are retired, they can be brought out of retirement later, but only after 1 game year (IRL 6 mo.) has elapsed. If you retire a character and create a new replacement character, that new character starts play at 1st level with 0 excelia (XP).

SIDEBAR: ALTERNATE CHARACTERS

An Alternate (or Extra) Character can be created every time one of your existing characters achieves Tier 3. This is designed to increase the probability of having multiple characters in different play tiers.

If you voluntarily retire an Alternate character, you must wait 30 game days (15 IRL days) before you can create another Alternate character on the server. This is to discourage weekly new character creations.

The Alternate Character begins play at 1st level with 0 excelia, and is treated the same as any new PC with character creation. It can join the same Familia as other of your character(s), or join a different one, and it can rp with them, but it cannot benefit from your other characters in any way, such as magic item or valis exchange, or sparring for excelia, etc. And your characters can't go on the same quests & missions together.

CHAPTER 12: NON-MAGIC GEAR & MAGIC ITEMS

Buying Gear & Magic Items

You can buy supplies, equipment, spell components, etc. in Orario. The mundane store prices reflect the Orario PHB gp-to-valis exchange rate:

PHB GP Prices-to-Valis Exchange Rates for Non-Magic Item Shops:

GP amount x1000 = valis price
SP amount x100 = valis price
CP amount x10 = valis price

Example: If you want to buy a longsword in Orario, the PHB price is 15 gp. So you multiply that book price x1000 (gp-valis exchange rate) to get: 15,000v as the Orario price for that longsword.

There are plentiful magic item shops in Orario, as it is the magic item crafting hub of the entire Lower World. Typically, the shops tend to focus on just one category of items, like a magic weapon shop, a magic armor shop, a magic wondrous item shop, a magic potion shop, a magic scroll shop, etc. You will find however that the prices for some magic items can be very expensive. And pricing and availability of magic items may change from time-to-time depending on the law of supply & demand.

With so many magic item shops in play, we also use a 3rd party source for additional and unique magic item choices. However, magic item stock is volatile, and there are never any guarantees of finding certain magic items in stock, as what is crafted is completely up to the whims of its creator, and shops tend to offer a random selection of magic items. Something seen in a magic shop once might never appear there again.

Re-skinning Items

Some people like to rename their favorite weapons or other items. You can do this, called 're-skinning', but you need to put the real name of the item in the item's description box so the DMs will understand what that item is.

Also, when you add a damage effect to a macro on your character sheet, please include what type of damage it is, which could be something like 'fire damage', 'magical piercing damage', or 'weapon damage', etc. Some monsters have certain resistances, so be sure to add these damage types so they can be accounted for.

For instance, if your weapon is a magical weapon, be sure to add 'magical' in front of the damage type in the macro to show that it overcomes the resistance from those monsters with resistance to non-magical attacks.

Attuned Magic Items

There is a place for your list of attuned magic items in the 'Features & Traits' box on your character sheet. If it is not already there, please add an entry for it. We use the standard 3 attunement slot rule (Artificers can get more as a class ability, and there's a talent that can offer more as well). Companions and pets can have attuned magic items as well if their INT is at least 6, and their use of the item makes sense to the DM adjudicating it.

If you are an Artificer, please make a list of your current Infusions in the 'Features & Traits' section of your character sheet as well, as that is your list of special magic items you've created.

New Metal: 'Durandal'

This is a very costly but nearly unbreakable non-magical metal alloy that is susceptible to neither critical failures, acid, or rust monsters. Both the metal and the smiths that can forge it are so rare that crafting such a metal alloyed non-magical item automatically makes the weapon or armor made from it have a 'Rare' rating. (Rare = min. character lvl 11+ required to craft with it)

Durandal Mastersmith Weapons

Since it can only be worked by the greatest of master smiths, all Durandal weapons are perfectly balanced Masterwork weapons with a **non-magical +1 to Hit bonus**. New, unused Durandal items can also be upgraded with a

magical weapon or armor rune, but the +1 to Hit from Masterwork weapons does not stack with magical + to hit bonuses. The magical bonuses supersede any non-magical Masterwork bonuses.

Durandal Magic Weapon & Armor Rarities

If a Durandal weapon were to be magically-crafted into a magic weapon, such as a Moon-Touched Rapier (Common) or a +1 Rapier (Uncommon), or have a +1 Magic Rune applied to it, the finished item would take on the rarity of the greater of the item's properties, which in this case is the 'Rare' rarity of the Durandal.

And if the weapon were crafted to become for example a +3 magic weapon (Very Rare) by magical crafting, or by applying a +3 Magic Rune (Very Rare) to it, but it was made with Durandal (Rare), it would take on the rarity of the greater of the item's properties, which in this case is the Very Rare rarity of the +3 magic weapon or the +3 Magic Rune.

And likewise, non-magical armor crafted from Durandal automatically takes on a Rare rating. And crafting it into magical armor or applying a magical armor rune to it will make it become the rarer of the rarities that have gone into it's creation. For example, non-magical Durandal armor that has been crafted into +1 magic armor (Rare) will retain it's Rare rating, but if a +2 Magic Rune (Very Rare) is applied to it, it'll become a Very Rare magic armor.

Lending & Trading Gear

Supplies and equipment can be lent between PCs in an adventuring party, and are typically returned at the end of the adventure. However, those not in the session themselves cannot lend out their magic items to those who are in or going into a session.

Legendary magic items & artifacts can be lent out to other Tier 4 PCs with the permission of the party who owns them.

Trading one magic item to another PC in exchange for a different magic item is allowed if all the other rules are met, such as tier restrictions, party ownership, etc. If it is a permanent trade, the transaction will need to be documented in the Disscord **#player-market** channel.

Player Market

Buying & selling of magic items between characters is allowed in the Discord **#player-market** channel. A character can often sell a magic item to another character for full market value, instead of only receiving half its market value from selling it to a shop.

This channel is intended to be for permanent trades, and not quick temporary trades for Power Gaming exchange purposes. If the staff sees repetitive sales for substantially below market value, or repetitive back & forth sales, those items being traded will be subject to DM confiscation and destruction.

Buying, Selling, or Trading magic items does not require any downtime time spent, but logging the transaction in the **#player-market** Discord channel is necessary for tracking purposes.

Trading of any sort between one's own characters is not allowed. Neither is using a 3rd Party to circumvent this rule.

CHAPTER 13: OTHER THINGS TO DO IN DANMACHI D&D

Continental Hex Map

We have a hex map of the primary continent of the Lower World. This map shows Orario and the surrounding city-states and countries, as well as forests and other areas of interest. It can be found in **Appendix G: Maps**.

This Continental Hex Map serves two purposes:

1. While most adventuring activity tends to take place in Orario and especially in the Dungeon, the Lower World is a rather big place for adventuring. And since this campaign is a sandbox, PCs can go anywhere in the world that they desire. So we have a big known world map to help with that.

There is also a copy of the Continental Map on our Roll20 server. When traveling distances overland, everyone can see and track where they are going on the big map. The hex grid can also tell us how long it should normally take to travel cross country, as each hex equals 24 miles, the average distance one can walk at a normal pace in a day.

2. We can also run West Marches style Hex Crawls with it. That means that a party can just go exploring the big map to find new stuff out in the wilderness. Whenever something interesting is found, a DM will place an icon on the map to show what's there.

Outdoor Exploration Quests

Outdoor Exploration Quests are how you find new hunting grounds, or other tangible resources to harvest for your Familia. But they are also used to go find lost ruins, old castles, and other remnants of past civilizations. If a group of 3 to 5 characters would like to go exploring the countryside outdoors, just declare your interest in the Discord #**quest-request** channel, and ping the **@Dungeon-Masters** to work with you to set something up. Then discuss your desires and plans with others in the **#quest-request-discussion** channel.

Outdoor Exploration Quests are focused on scouting the whole area, looking everywhere for what's there, and mapping it, they are more of a survey mission than anything else.

Outdoor Hunts

Outdoor Hunts refer to going out on hunting excursions outdoors, outside of Orario, out in the wilderness. There are woods, forests, plains, rivers, lakes, oceans, mountains, etc. in the wilderness outside of the city, out past the farms that support it.

Outdoor Hunts are not exactly the same as Outdoor Exploration Quests. While you might discover new potential hunting grounds while on an Outdoor Exploration Quest, you are primarily exploring to find new locations, not to hunt and harvest game.

With Outdoor Hunts, the focus is on searching for, luring in, ambushing, tracking, and stalking wild game to harvest for excelia, meat and body parts. And with Outdoor Hunts, there's always a chance something will be out hunting the hunters.

Also, different types of creatures like to live in different types of terrain, so if you want to go hunting for a particular type of creature outdoors, you will have better luck hunting in it's favored terrain, if you know it.

Resource Prospecting

Each terrain type has the possibility of certain resources (such as timber, iron ore, clay, fish, herds of useful wild animals, precious metals, gems, etc.) in it that can possibly be found by a Familia Exploration Party out on an Outdoor Exploration Quest, and set up so townies/contractors can be hired to go out and harvest the resources for the benefit of the Familia's upkeep and expansion. Different terrain types have different resource potential.

If a Familia Exploration Party finds a useful resource, just make sure the area is relatively safe for civilian contractors, then report it to your Familia's Captain, and he/she will typically coordinate hiring some contractors to harvest the resource for your Familia. And Familias tend to reward their Exploration Parties with a finders' fee & piety for each resource discovered that is subsequently harvested. The amount of

valis & piety awarded will usually reflect the potential usefulness of that harvested resource.

Sparring for Excelia (XP)

For those who like combat, two or more PCs can spar each other to hone their skills and tactics for some minor excelia (XP) per day. This is consensual, non-lethal 1-v-1 PvP sparring. If one of the PCs does not give consent, and someone tries to spar by attacking them anyway, that will be considered an act of war against that person's Familia, and the Familia will act accordingly.

But fighting, even just sparring, openly in the City is strongly discouraged as it tends to frighten the civilians, and is dangerous to bystanders and property. Even simply drawing one's blade in public is considered an offense unless done so either to fight an escaped monster, or in self-defense, or in defense of another person, or in defense of the City in general. And the Guild will levy fines against law-breakers.

So sparring parties either need to find proper Training Grounds (some Familias have these), go to the Coliseum, or head up onto Orario's perimeter wall where most people cannot see them fighting. Adventurers are among the few that are allowed on top of the wall. Just tell the guards that you are going up to do some watching or training on the wall.

Safety is very important when sparring, especially on the wall where there are no safety wards, and where a fall over the wall's battlement could end in death as it's a 100ft drop down. Don't kill your sparring partner. You can safely knock them unconscious with a 'non-lethal' final blow instead with a melee weapon. Or if near unconsciousness, the loser can just concede. Resources used during or after a sparring match are used up and are permanently spent.

Never loot or otherwise steal anything from your sparring partner who has gone down. And never leave them unconscious. Always come prepared with a way to revive either yourself or your sparring partner so that both of you walk off the sparring field after the duel is finished.

There is a limit of only 1 sparring match per day per character for excelia (XP). You can fight more than that, but only the first match counts for XP. Sparring does not require downtime, so you can engage in it on any day.

You can say you took a Long Rest prior to your first match, and a Short Rest between matches on the same day. If the fight is likely to get complicated, you can request a DM be present to adjudicate it. Just ping a **@DM** to arrange a time to have the match.

A sparring match gives excelia based on the level of the PC who **lost** the match. It's their relative CR rating that was overcome. And half-XP is given for non-lethal combat. Here's a Sparring Excelia XP Chart that reflects this:

Sparring Excelia XP Chart

SPARRING EXCELIA AWARDS FROM XGE		
PC LVL	WINNER	LOSER
1	25	6
2	50	13
3	50	13
4	100	25
5	225	56
6	225	56
7	225	56
8	350	88
9	350	88
10	350	88
11	550	138
12	550	138
13	900	225
14	900	225
15	900	225
16	900	225
17	1150	288
18	1150	288
19	1450	363
20	1450	363

Team Sparring Match

Team sparring is also allowed. In a team sparring match, one side wins when all other members of the other team have either dropped to 0 hp, or are otherwise out of the fight for at least 1 minute or longer.

Pets do not count as team members, except for Ranger Beastmaster companions, as they are partners.

Either side of the match can be comprised of any number of PCs and pets, of any levels, according to what both parties agree to before the match starts.

The winning team will tally up the PvP excelia value of each individual losing opponent (according to the standard sparring rules and chart above), combining them into a total excelia number. Then divide that excelia total by the number of PCs on the winning team. Each team member gets that number of excelia, rounding up to the nearest whole number.

The losing team will take an amount of excelia equal to the total excelia earned by the winning team, divided by 4 to get the total losing team's excelia (25% of the winning team's total excelia) award. Then take that number and divide by the number of losing team members to get the individual losing team member's excelia amount, rounding up to the nearest whole number.

When sparring, all characters need to agree to what the rules will be before the match begins. And these rules can be anything, including the boundaries of the match, use of handicaps, pre-combat buffs, included or excluded pets, other limitations, etc.

CHAPTER 14: DOWNTIME ACTIVITIES

Downtime & Downtime Tracking

Downtime in DanMachi D&D is not measured in gained downtime days at the end of the adventure like normal D&D5e, but rather is a constant day-to-day march of game time as 2x IRL time.

The way downtime is tracked is that every IRL day that a PC goes adventuring is an IRL day that they cannot use in any way for downtime. They are off adventuring, and not performing downtime activities.

And, once registered with the Guild, any IRL day that a PC is not adventuring at all is an IRL day they can choose to actively use for downtime activities. You either use it daily in real-time, or lose it. You cannot store up downtime days.

To keep things simple, all downtime is tracked in IRL days only, not in game days. The minimum downtime expenditure for any downtime activity is 1 IRL day, even if the math of such an activity would suggest a unit of measure less than 1 IRL day. You always round up to 1 IRL day minimum.

Usually downtime activities will originally be measured in game days, game workweeks, game weeks, etc. in such places as Xanathar's Guild to Everything (XGE), but it's easy to convert that into "IRL Days" in our campaign by diving those game days in half, rounding up when needed. So for example, if you see a downtime activity that would take '5 days' (one "workweek") to complete, you divide it in half to 2.5 IRL days, then rounding up to get 3 IRL days. First, you convert downtime from game days into IRL days. Then, you track that activity with a simple template posted in the Discord **#downtime** channel as follows:

Character Name

Downtime Activity Name

IRL Day: # of #

Cost: [xxx,xxx v – xx,xxx v = xx,xxx v]

For example:

Welf Crozzo

Smithing a new knife using Bell's Minotaur horn magic drop item.

IRL Day: 1 of 7

Cost: [130,000v (his total wealth) – 46,000v (the cost of forging the knife) = 84,000v (the remainder of his wealth after the project)]

This example shows what the #downtime entry for day 1 of crafting that knife will look like when it's logged into the **#downtime** channel.

Now the next day of downtime work needs to be posted as well the following IRL day, and will show "IRL Day: 2 of 7", and so on. The cost only needs to be listed once, at the beginning. And the full downtime project cost MUST be spent in full at the beginning of the project. Every IRL day after he begins his downtime project (if it takes up to a IRL week to complete), he posts his update showing the new downtime day that he's working on the project until the project is complete. If the project will take several IRL weeks to complete, he can instead optionally only enter updates once per week, on the same IRL day of his choice every week.

During this time, if a quest comes up that he needs to go on, he does not make an entry for that IRL day of crafting while he's off adventuring because he's busy adventuring and not at home crafting. It doesn't matter if the quest is only a 1 game day trip (half of an IRL day) as the rules say all downtime activities take a minimum of 1 IRL day. There are no half IRL days in this downtime system.

When he returns from his quest, on the next non-adventuring day he can resume his downtime crafting project at the beginning of that following day. If he misses posting a few days inside a string of days, that's not a problem as long as it's easy to see that the activity can and would reasonably continue between the posted dates. Beyond just a few missing days here & there, downtime cannot be used retroactively. A lost IRL week of time for example cannot be retroactively used, as that is too much time to retcon. Neither can it be used in

advance as it's only measured in current IRL days.

Also in the example, when Welf posts his last day of work, like "IRL Day: 7 of 7", that entire day that he posted it on is spent with working on that Day 7 of the project, and the project is not complete until that day has finished as measured on the DanMachi D&D Server Time, which is Central Time (CT) which will be either CDT or CST depending on the season in the USA.

Then, on the next day CT, the day after "IRL Day: 7 of 7", he can and should post that his project is now complete, such as "IRL Day: Complete!" or something like that. Now on this day after the last day of the project, he is 100% complete with that project, and he can begin a new project if he desires, on this same day, even if it is 12:01 am CT, posting something like:

Character Name

New Project Name

IRL Day 1 of 5

Cost: [xxxx-xx=xxx]

into the **#downtime** channel.

If a downtime project is self-sustaining, like say growing a garden, then the garden itself is doing the downtime activity every day, regardless of whether the owner is present or not. Now the owner will need to check in on it and water it frequently, but the garden owner does not need to log 'garden watering' as personal downtime. It is assumed to be happening in the background.

Tool Checks

If any activity requires a tool check, whether in session or during downtime activities, consult the following chart for which ability to use for the tool check. If you are proficient with a tool, you roll a d20 + your relevant ability modifier + your proficiency bonus. If you have expertise in it, add your proficiency bonus a 2nd time.

Proficiency	Ability
Alchemist's Supplies	(INT)
Brewer's Supplies	(WIS)
Calligrapher's Tools	(DEX)
Carpenter's Tools	(DEX)
Cartographer's Tools	(INT)
Cobbler's Tools	(DEX)
Cook's Utensils	(WIS)
Disguise Kit	(CHA)
Forgery Kit	(DEX)
Gaming Set	(CHA)
Glassblower's Tools	(CHA)
Herbalism Kit	(WIS)
Jeweler's Tools	(DEX)
Leatherworker's Tools	(DEX)
Mason's Tools	(STR)
Musical Instrument	(CHA)
Painter's Supplies	(CHA)
Poisoner's Kit	(WIS)
Smith's Tools	(STR)
Thieves' Tools	(DEX)
Tinker's Tools	(DEX)
Weaver's Tools	(WIS)
Woodcarver's Tools	(DEX)

There may be times when a DM asks for a different ability for the tool check, but these are the default abilities to use most of the time.

Research

If you would like to find a particular source of lore, the Guild and the more wealthy Familias normally have well-stocked libraries to help you with your research.

To utilize this feature, we use Xanathar's Research Rule. You can go to https://5e.tools/book.html#xge,-1,research,0 to see the rule, and follow the instructions. There is some coin expenditure involved, but not much. You'll be making a straight INT check, but using a Library and/or consulting with sages, will give you Advantage on that roll.

If for some reason you are unable to find the lore you need at a Library, especially possible if you are seeking esoteric or rare arcane knowledge, you may instead pay a premium to enter into one of the largest libraries in the Lower World, called the **'Gnome's Great Library'** in Orario to continue your research there.

Downtime Requirements

Many downtime activities require proficiency in a tool and/or a skill. Only those who meet all the requirements may perform that downtime activity. If working on a downtime activity as a team, each member of the team must meet all the downtime requirements.

Resources

Downtime activities might require expenditure of certain resources, especially crafting. This could mean spending valis (coin), crafting materials, sometimes a workshop or forge, and downtime days spent performing the downtime activity, etc. The most difficult crafting projects also require special quests to go find certain extremely rare resources. All of this must be used/spent at the beginning of the downtime activity.

Cost Reduction Limitation

Sometimes you may see certain things that allow for the reduction of time or valis for your downtime activity. These things do not stack, so you pick the best one to use instead. An exception to this is the time & cost halving of consumables, which can stack with other discounts.

Resolution Target

There are some downtime activity things that can give you certain advantages, discounts, or extra resources. These things are non-transferable. If the end-result is a crafted item, then you can sell it per the normal sale rules. If the resolution is extra valis, you are free to do with it as you wish.

Downtime Teamwork

You can hire PCs to help you with a downtime project. You cannot however use NPCs, henchmen, etc. for help with downtime activities. The fee for such help is up to the contracting parties. Each contractor must meet the requirements for that downtime activity to get credit for it. And each contractor must spend their own downtime when performing the contracted work. This must be logged into either the **#downtime** channel, or the **#crafting-downtime** channel as appropriate, with the PC name, the host downtime project user's name, their project name, and the nature of the work the PC is performing for the other party. And it should also use the standard downtime reporting format.

List of Possible Downtime Activities

See the list below for many of the different things that can be accomplished during downtime.

We generally use **'Downtime Activities'** from the Dungeon Masters' Guide (DMG) and Xanathar's Guide to Everything (XGE) for downtime activities, with some exceptions. Our game "workweek" is 5 game days/3 IRL days, and a full game week is 7 game days/4 IRL days (always round up). Here's a list of approved downtime activities:

- Carousing (XGE)
- Constructing or repairing a building or special room (Strongholds)
- Copying Spells from a Spellbook or Scrolls (if the total copy time = 8+ game hours) (PHB)
- Crafting a Non-Magical Item (Homebrew)
- Crafting a Magic Item (Homebrew)
- Gaining Renown (DMG)
- Gambling (XGE)(availability subject to reputation)
- Growing a Garden (Strongholds)
- Performing Sacred Rites (DMG)

- Pit Fighting (XGE)
- Relaxation (XGE)
- Religious Service (XGE)
- Research (XGE)
- Running a Business (DMG+Homebrew/Strongholds)
- Spellcasting, or performing spellcasting services for others, while not on a quest or a mission, that takes 8 or more game hours. (Homebrew)
- Training (language or tool)(XGE)
- Work (to upgrade your lifestyle)(XGE)

Activities that are not Downtime Activities

- Buying/Selling/Trading magic items, Magic Stones, and Magic Loot Drop Items.
- Copying spells from a spellbook or a scroll(s) that takes less than 8 game hours.
- Sparring for excelia (XP).
- Spellcasting, or performing spellcasting services for others, while not on a quest or mission, that take less than 8 game hours.
- Going on a quest or a mission, or acting as a Supporter on a quest or a mission. The exception to this is if you take 1 or more game days off from your quest or mission while in the middle of it.
    - For example, if you quest in the Dungeon down to floor 18, then stop off in Rivira for some R&R for a few days, you can use that time for downtime activities provided you stay on floor 18 (safety area) during the downtime, and don't get into any combat with anything while on your downtime day (Sparring is OK). If you engage in any combat on your downtime day, you will lose that IRL day's worth of downtime, and any downtime activity progress you would have made that day.

All downtime activities are subject to possible Complications, at the DMs' or moderators' discretion.

Copying Spells from a Spellbook (or Scroll) and Downtime

Copying spells takes time, according to the rules for copying spells, but this is not a **#downtime** activity per se until it consumes 8 or more game hours (the amount of time equal to 1 game day). When spell copying takes 8 or more game hours, then begin listing and tracking it as a downtime day.

If you are copying spells from a friend's spellbook, the friend has to also be present at that posted time to confirm it's OK to do so. A simple rp in Discord from the spellbook lender at the time of **#downtime** posting can establish this approval.

Copying spells from scrolls requires a skill check. Be sure to roll that in either Roll20 or in the **#bot-zone** of Discord, and ping the **@staff** so they can verify it. Be sure to declare what you are rolling for **before** you roll it or it doesn't count.

Features that Can Modify Skill and Tool Checks For Downtime Activities

Some racial, background, or class features might be able to help with tool checks needed during downtime activities, but others cannot. Here's a sample list of some features can or cannot help. **Only features that can affect you for several hours are usable for downtime checks**, as the downtime activities in question tend to take a long time to perform.

Useful Racial Features For Downtime Activities

Some races have features that can be useful for skill and tool checks for downtime activities:

- Little Giant (aka Powerful Build) – You have Advantage on any Athletics checks used for the 'Work' downtime activity.
- Shapechanger – You have Advantage on any check using the Disguise Kit.
- Tireless Precision. Yes, this works.

Background Features For Downtime Activities

Ask a DM if your background feature can help with the downtime activity you would like to perform. These will be approved on a case-by-case basis depending on the activity to be performed.

Class Features For Downtime Activities

- Artisan's Blessing - Using this ability for any relevant activity allows you to remove the downtime cost for a recipe that costs 100 gp or less.
- Barbarian Rage - No
- Barbarian Persistent Rage - Yes
- Bardic Inspiration - No
- Enhance Ability - No
- Fabricate - Using this spell for any relevant activity allows you to cut the downtime cost in half (rounded down) (does not stack with building construction rules or magic item crafting)(still under review).
- Guidance - No
- Help Action - No
- Magic Item Adept - Each day the Artificer spends crafting a magic item with a rarity of Common or Uncommon counts for quadruple, and each valis spent counts as 2 valis.
- Master Scrivener - Each day the Wizard spends crafting spell scrolls counts for double, and each valis spent counts for 2 valis.
- Peerless Skill - No
- Portent - No
- Reliable Talent - Yes
- Umbral Sight - Advantage on any Dexterity (Stealth) check.

Crafting Non-Magical Items

With the proper expenditure of time, valis, and materials, you can craft mundane non-magical items with crafting tools you are proficient with. Additionally, you must have access to the tools (and possibly a workshop at the DM's discretion) to do the work.

Here are some items that various tools can create: *(this list is useful for both non-magical and magical crafting)*

Crafting Tools	Crafted Items
Alchemist's Supplies	Acid, alchemist's fire, antitoxin, oil, Perfume, soap, monster repellent, monster lure, magic potions
Brewer's Supplies	Beer, Wine, Mead, Liquor, purified water
Calligrapher's Tools	Books, scrolls (non-magical & magical)
Carpenter's Tools	Cottage (Wood), furniture, land vehicles
Cartographer's Tools	Maps
Cobbler's Tools	Boots, shoes
Glassblower's Tools	Magnifying glass, spyglass, bottles, vials
Herbalism Kit	Antitoxin, Potion of Healing
Jeweler's Tools	Jewelry, cut gems
Leatherworker's Tools	Leather armor, bags, cloaks, belts
Mason's Tools	Cottage (Stone)
Poisoner's Kit	Poisons, Potion of Poison
Smith's Tools	Metal armor, weapons, tools, hardware
Weaver's Tools	Cloth cloaks, robes, clothing, hats
Woodcarver's Tools	Wooden weapons, shields, wands, staves, rods

Requirements for Crafting Non-Magical Items

To craft something, you must have first **Researched** that specific item, using Xanathar's Research rule, and you must **have an example** of that specific item in your possession for study, measuring, drawing, etc., for a minimum of one game day prior to crafting it. You only need to research and have the item on hand once to begin crafting it.

After that, you can simply refer to your own notes & drawings when crafting additional quantities of that item. Your notes & drawings become **your formula/recipe/blueprints** for that item. Homebrew items, other than our 'custom weapon design' weapons, cannot be duplicated unless given prior permission from the DM Team.

Crafting Resources Required for Non-Magical Items

You will need raw materials worth at least **half** of the item's retail value. You can either buy these materials, or fabricate, recycle, or forage for them. They must be in a craftable state to qualify for the required value of resource items on hand. Any prep work or costs needed to get them ready to craft will be extra and subject to DM approval.

You will need time (in game days) to craft the item(s) equal to the raw materials' gp cost (valis / 1000) divided by your tool modifier or 5, whichever is larger. Then convert the game days into IRL Downtime days by dividing them by 2, and rounding up.

For example, if you are crafting non-magical Plate Armor, which is worth 1,500,000v(1,500gp) retail value, you first divide the retail gp value by 2 to get 750gp as the value of raw materials needed for the project. This coin you pay up front in valis, or 750,000v in this case.

Then divide 750gp by your proficient Smith's Tools modifier (Proficiency Bonus + Strength mod), let's say that number is 7, so 750/7=107.1429 game days. Then take the 107.1429 game days and divide by 2 to get the IRL Downtime days you must spend to craft the item.

So, 107.1429/2=54 IRL Downtime days (you only need to round up the final number). So it'll take 54 Downtime days to craft 1 suit of non-magical plate armor (essentially full plate armor). That's about 8 IRL weeks, or 1.8 IRL months, which is slightly longer than it takes 1 IRL armorsmith to craft 1 suit of jousting plate armor by hand (~6 weeks), according to my armorsmith friend.

Crafting Team

Multiple PC crafters (No NPCs/henchmen allowed) can work on a craft project together depending on the size of the item being crafted: (Using creature sizes for size categories. For example a helm would be tiny, a shortsword would be small, a full set of armor for a human would be medium, barding for a horse would be large, and barding for an elephant would be huge)

- Tiny: 1 crafter
- Small: 2 crafters
- Medium: 4 crafters
- Large: 8 crafters
- Huge: 16 crafters

All crafters must meet the proficiency requirements, and the number of IRL Downtime days and costs can be split between them however they like to reduce the time and cost per crafter. Before they begin work, they should choose who gets the item, or how the proceeds from it's sale will be split.

Daily & Weekly Crafting Checks

At the end of every crafting day (if the crafting project will take an IRL week or less), or at the end of every crafting IRL week (if the crafting project will take longer than 1 week), the crafter needs to make a **tool proficiency check** (crafting check) using the tool proficiency they used for crafting the item.

Use the following chart based on the **retail value** of the **non-magical item** being crafted for your tool checks:

- 1v-99,000v (99gp) = DC 10
- 100,000v (100gp) = DC 12
- 450,000v (400gp) = DC 14
- 750,000v (750gp) = DC 16
- 1,000,000v (1000gp) = DC 18
- 1,500,000v (1,500gp) = DC20
- 1,600,000v (1,600gp) = DC22
- 3,000,000v (3,000gp) = DC24
- 6,000,000v (6,000gp) = DC26

If the crafting check at the end of the day/week fails, then that crafting day's/week's progress fails, and the work has to be repeated the next day/week as a **'do-over'**. But the materials are not wasted, and no additional valis has to be spent. Just another day or week of work to make up for the failed check. The 'do-over' day/week does not require a new crafting check.

If multiple crafters are working on a non-magical craft item, then whoever is working that day/week must **all make the crafting check**. Then **average** the checks together and use that average number for the daily/weekly crafting check.

Once all the tool checks and the full crafting time has concluded, the **next day** (server time) after the last crafting day, they can declare that the item has been completed. Yeah!

Selling Crafted Non-Magic Items

Crafted items can be sold to other PC adventurers without restriction, and to NPC civilians with DM approval, subject to buying or constructing an open-air market stall in the **'Free Market'** of Orario, or in **Rivira Town** on level 18 of the Dungeon. Or by purchasing or constructing a full-sized shop either in **Rivira Town**, or in a merchant area of **Orario,** or in the **Babel Tower**, and are subject to (DM-regulated) market demand.

When a PC crafter buys or builds a market stall or a shop for selling their crafts to the public, they either have to spend Downtime days running the shop themselves, or they will have to hire a PC or NPC to run their shop for them using the DMG's 'Running a Business' rules. Contact a DM for further details.

Merchants and shops will always buy any items a character has for sale at half their retail market value. So they will not offer more than you paid to craft an item unless you persuade them to pay you more. And they too are subject to (DM-regulated) market demand.

Masterwork Non-Magical Weapon Upgrades

A PC or NPC crafter can upgrade new unused non-magical weapons in the following ways if they have the necessary Smith's Tools proficiency:

- Silvering a melee weapon. This upgrades a weapon against creatures that are normally immune or resistant to non-magical weapons, but who are susceptible to silver. (Retail Price: 200,000v (200gp), Smith's Tools)

- Adamantining a melee weapon. This upgrades a weapon against objects by causing all hits vs. an object to be a critical hit. (Retail Price: 500,000v (500gp), Smith's Tools)

- Reinforcing a wooden weapon. This adds steel reinforcements to critical areas of a wooden melee or ranged weapon. (Retail Price: 300,000v (300gp), Smith's Tools)

Additionally, these Masterwork weapons have been perfectly balanced and tuned, giving them a non-magical +1 bonus to attack rolls. This non-magical +1 to hit bonus does not stack with a magical + to hit.

Also, you cannot stack these upgrades together. Only one upgrade per new weapon can be crafted.

Crafting Masterwork Non-Magical Weapon Upgrades

A PC crafter can upgrade any new, unused non-magical weapon as above by using the same crafting rules on the item to be upgraded, treating the upgrade the same as if it were a new weapon crafting project, using the upgrade price as if it were the 'retail price of the weapon'. The crafter has to procure the needed raw materials of silver, adamantine, or steel, respectively.

Crafting Magic items

With the proper expenditure of time, valis, materials, and patience, you can either craft (with artisan tools you are proficient with), or buy new unused non-magical items that you can then craft to duplicate existing magic items with. Homebrew magic items can be crafted only if they were originally given out by a DM, or if they are a custom weapon using our 'custom weapon design' rule

(https://www.dandwiki.com/wiki/Custom_Weapon_Design_(5e_Variant_Rule))

and then only with the DM Team's pre-approval.

Requirements for Crafting Magic Items

To be able to craft a magic item:

1. First you need to be of a **minimum level** (see chart below).

2. Then you need to be **proficient in the Arcana skill**.

3. Whether you craft the base non-magical item or buy it, you also need to be **proficient in the crafting tool** that most closely corresponds to the item to be enchanted *(See Crafting Tools list above).* This includes the Alchemist's Supplies for Greater Potions of Healing and other magic potions, etc.

4. You need to have studied the magic item you want to duplicate by Researching it as per the Xanathar's Guide to Everything (XGE) Downtime **Research** rule *(only need to do this once per magic item).* This allows you to make a formula for the magic item to be created that you can refer to in the future if you want to craft more such items later. If you acquire a magic item formula for the item you wish to craft, you can skip this step.

5. Next, you must **attune** to the magic item you want to duplicate, spend a **short rest** working with it, or cast the **Identify spell** on it *(requires touching it)*. You can only craft a magic item that you have first held a functional example of in your hands, and that has been in your possession for a minimum of **1 game day**. *(Spell Scrolls are excepted from this requirement.)*

6. You need to either **craft the base non-magical item** first *(see Crafting Non-Magical Items above)*, **or buy a new, unused item** to use as a base item. The quality must be exceptional. Poor quality items will not withstand the rigors of magical enchantment. *(Potions are excepted from this requirement.)*

7. There are **certain spells needed** for crafting magic items, depending on the item to be crafted. See below.

8. All crafted magic items must be created in an appropriate **Magic Item Crafting Workshop**. See below.

Magic Stones, Ground Magic Stone Powder, and Magic Loot Drop Items for Crafting

Magic Stones or Ground Magic Stone Powder are required for magic item crafting. Magic Stones can easily be ground into Ground Magic Stone Powder when needed. Magic Stones are like little magical batteries that can provide magic to power magic items if used as-is to enchant the magic item. And Ground Magic Stone Powder can be used in recipes for items that need to be suffused with magic, such as potions and magical inks for spell scroll scribing, etc.

Magic Loot Drop Items can also be forged or otherwise used for enchanting magic items as well, and are worth twice the value of Magic Stones from the same monster. They can be used in any magic item crafting, and their sell value can go towards the costs of crafting the magic item like Magic Stones can.

Also, some special properties of some magic item recipes will require certain specific Magic Loot Drop Items to be incorporated into the Magic Item being crafted. These special requirements are usually discovered during the research phase of Magic Item crafting. And they will be used to satisfy part of the crafting costs, according to their sell value to the Guild (not the value the Guild sells them for).

The Guild will sell Magic Stones and Ground Magic Stone Powder at cost to adventurers for magic item crafting purposes, the same price they buy the Magic Stones for, with the caveat that they will not be used for direct resale

purposes to anyone outside of the Guild. Everyone else has to pay considerably more for Magic Stones and Ground Magic Stone Powder.

The Guild will also sell Magic Loot Drop Items to Guild members, but at twice the price they buy them for.

Also, Magic Stones and Magic Loot Drop Items harvested from the Dungeon are not allowed to be sold to anyone other than the Guild, as they legally claim exclusive Magic Stone and Magic Loot Drop Item harvesting rights for the Dungeon, and adventurers are in essence working for the Guild. All of this is covered in the "Guild Adventurer Contract".

Magic Item Crafting Price & Time

The price and time for crafting represents the cost of Magic Stone or Ground Magic Stone Powder, raw item components, and misc. equipment and supplies; as well as the time & skills needed to craft the magic item. Crafting days need not be consecutive.

If you use your own Magic Stones for magic item crafting, then they can account for 50% of your crafting costs, the other 50% of crafting costs must be spent in valis and used for purchasing raw components and misc. equipment & supplies, which are assumed to be consumable and readily available in Orario. This is unless the item to be crafted either needs a special Magic Loot Drop Item, or is Very Rare or Legendary, in which case some of the materials will be exotic and the Very Rare & Legendary items will require a quest or two respectively to go find them.

Magic Item Crafting Proficiencies

For any magic item creation, the crafter must be proficient in Arcana.

For crafting basic (non-magical) Potions of Healing, they only need proficiency in and possession of an **Herbalism Kit**. For crafting more advanced magical potions of healing, such as a Potion of Greater Healing, etc., they will need proficiency in both **Arcana** and the Herbalism Kit.

For crafting non-magical alchemical crafting items found in the PHB, they only need proficiency in, and possession of, an Alchemists' Supplies. For crafting all magical potions, they need proficiency in **Arcana** and **Alchemists' Supplies**. *(excluding Potions of Poison)*

For Potions of Poison, they must have proficiency in **Arcana** and the **Poisoner's Kit**.

For scribing scrolls, they must have a spellcasting or pact magic feature for the spell to be scribed onto a scroll, have the spell known through that feature and prepared (if normally required), as well as have proficiency in **Arcana** and **Calligrapher's Tools**.

Magic Item Crafting Spells

For all magic item crafting, the spell '**Enchant Item'** (lvl 2 Homebrew) needs to be cast on the item at the start of every crafting day to infuse the item with magic, and to prepare it for that day's magical crafting work. This spell must be cast at the 'Spell Level' indicated on the chart below according to the finished magic item's rarity. Anyone can cast this spell, it doesn't have to be the crafter. 'Enchant Item' spell scrolls are readily available for purchase in magical supply shops in Orario.

Enchant Item
(D&D5e Homebrew)
2nd Level Transmutation
Casting Time: 1 Minute
Range: Touch
Components: V,S,M *(an emerald pendant with a Rune of Creation emblazoned on it)*
Duration: Instantaneous

You touch one object (or a bundle of 10 ammo) that has been prepared for magical crafting. If the item is not a top-quality item, or if it is not new and unused, the spell will fail. This spell cannot be used to enchant artifacts. This spell must be cast using a spell level according to the rarity of the item being crafted, as follows:

Spell Slot Level Cast By Rarity:

Common: 2
Uncommon: 3
Rare: 6
Very Rare: 9
Legendary: 9

You must cast this spell on a craft item at the beginning of every crafting day to prepare the item for magical infusion.

Also, if the craft item's feature is in any way similar to a spell, like 'Winged Boots' & the 'Fly' spell for instance, then the spellcaster needs to **cast that spell** into the item each crafting day, after the 'Enchant Item' spell has been cast. The item will absorb the spell energy with no noticeable spell effects. If the item has several different spell-like effects, then each of the spells it is similar to must be cast into it daily throughout the crafting process.

Magic Item Crafting Equipment

Any required crafting proficiencies also require the kits, supplies, or tools those proficiencies use, and an appropriate magic crafting workshop to do the work. For example, using the Smith's Tools to craft armor or weapons requires a Smithy (forge workshop), and enchanting that armor to make it magical requires a 'Magical Enchanter' workshop. Some workshops that can be built (from the Strongholds book) offer Advantage on tool proficiency checks.

Magic Item Crafting Workshops

All Potions, including non-magical Healing Potions, must be crafted in an '**Alchemist's Lab**'. The name can be changed to match any desired theme, such as an 'Herbalist's Kitchen', etc. All other magic items, including Spell Scrolls, must be crafted in a '**Magical Enchanter**' workshop. This name can also be reskinned as desired. When the rules of this document are incongruent with the rules in the Strongholds book, this document takes precedence.

Magic Item Crafting Team

Multiple PC crafters (No NPCs/henchmen allowed) can work on a magic item craft project together just as with non-magic item crafting. See Non-Magic Item Crafting above. Everyone who works on the project at any time during a given week must roll both the weekly Arcana Check and the Tool Proficiency Check. And then average each of the checks separately at the end of the week, comparing the results against the crafting DC for the crafted item for that week.

Crafting of homebrew magic items is not allowed unless the magic item has already been introduced into the world by the DM Team, or if the item is a 'custom weapon design' item using our Homebrew rules, and then crafting it must be pre-approved on a case-by-case basis by the staff.

Magical Armor and Barding

The base non-magical components for magical armor and magical barding can be quite costly, so their base non-magical item price is added to the magic item's craft price when determining the cost to craft or to buy magical armor or barding.

For example, the craft price for +1 Plate Armor (Rare, Major) is (5,000,000v (5000gp) retail / 2 = 2,500,000v (2500gp)), not including the base non-magical plate armor, which if purchased is an additional 1,500,000v (1500gp), for a total craft price of 4,000,000v (4000gp), and would retail for 6,500,000v (5000gp + 1500gp = 6500gp).

But if you want to get the most value out of this craft project, you might just craft the non-magical plate armor from scratch, reducing the total craft cost by 750,000v (1500gp retail / 2 = 750gp craft cost), but that would also increase the total craft time since crafting non-magical armor from scratch is time-consuming.

Magic Item Crafting Costs & Retail Prices Chart:

CRAFTING & MAGIC ITEM VALUE BY IMPACT, USAGE, AND RARITY (SEPARATED TIERS, PRICED IN VALIS)

Rarity:	Common	Uncommon	Rare	Very Rare	Legendary
Min. Lvl:	3	5	11	17	20
Craft DC:	15	20	25	30	35
IRL Weeks:	1	3	6	35	104
Quests:				1	2
Spell Level:	2	3	6	9	9

Minor	Retail Price	Retail Price	Retail Price	Retail Price	Retail Price
Single Use	50,000	250,000	2,500,000	5,000,000	125,000,000
Limited Use	60,000	300,000	3,000,000	30,000,000	150,000,000
Charged	70,000	350,000	3,500,000	5,000,000	175,000,000
Permanent	80,000	400,000	4,000,000	40,000,000	200,000,000
Major					
Single Use	70,000	350,000	3,500,000	35,000,000	175,000,000
Limited Use	80,000	400,000	4,000,000	40,000,000	200,000,000
Charged	90,000	450,000	4,500,000	45,000,000	225,000,000
Permanent	100,000	500,000	5,000,000	50,000,000	250,000,000

Rarity: Is based on the rarity of the original magic item to be duplicated.

Min. Lvl: Is the minimum level a PC needs to be in order to craft that rarity of magic item.

Craft DC: This is the Tool check DC that the crafter needs to make daily or weekly for progress towards completion.

IRL Weeks: Represents the minimum time it will take in real life full weeks of downtime to complete the project.

Quests: Very Rare and Legendary magic items require some very exotic components that are unavailable to purchase. Someone will need to go questing to find them.

Retail Price: This is the price in valis (gp x1000) that shops in Orario will sell items for, based on rarity and functionality.

Crafting Price: Crafting a magic item costs half of the Retail Price. And half of the crafting price can be replaced by using Magic Stones or Magic Loot Drop Items of equal value. The other half of the crafting price must be paid with valis.

Minor: If the published magic item description lists the item as a 'Minor', then use the Minor table.

Major: If the published magic item description lists the item as a 'Major', then use the Major table.

If a magic item lists neither 'Minor' nor 'Major', then ask a DM for a category ruling.

Single Use: If the magic item is a one-use only item, use this row. Single-use items take only half the normal time to craft. *(Round up to the next day)*

Limited Use: If the magic item only has a few uses, or can only be used x number of times per day, use this row.

Charged: If the magic item has "charges", whether or not they renew every day or night, then use this row.

Permanent: If the magic item has any 'always on' features, use this row. A magical +1 to hit or to AC for example, is an 'always on' feature.

Daily & Weekly Crafting Proficiency Checks

At the end of every crafting day or week, depending on how long the project takes, the crafter(s) need to first make an **Arcana check** who's DC is based on the rarity of the item as noted in the chart above to see if they have succeeded in their enchantment for that day or week. If making a basic non-magical Potion of Healing, then no Arcana check is needed.

If the project is being crafted by multiple people and will take a few days up to a week to complete, then make daily checks. If the project takes longer than a week to complete, then only make weekly checks.

At the same time, make a corresponding **Tool Proficiency Check** (crafting check) using the proper tool proficiency noted above, with the same DC to show that the item has successfully survived the enchantment process for that day or week. There are certain building rooms/labs that can be built that can offer Advantage on some proficiency checks. Check the **Strongholds** resource book for details.

Both the Arcana and the Tool checks have to meet the DC when rolled at the end of every day or week in order to successfully progress with crafting the magic item at that time. If **either** check fails, then that crafting day or week's progress also fails, and the work has to be repeated the following day or week as a 'do-over'.

The 'do-over' time does not require a new Arcana or Tool Proficiency Check, but does require an **additional 10%** of the initial magical crafting cost paid in valis added onto the overall cost of the project to make up for wasted materials. The normal crafting cannot continue until the do-over time and the cost penalty are paid.

Ammo is crafted in batches of 10, except for 'Arrows of Slaying', which are created individually.

Potions are brewed individually.

Once you have completed all the crafting days, including any do-over days, and have paid for everything, then you have successfully crafted a magic item! Yeah!

Name your new magic item something that identifies its crafter, what the item is, and give it a unique ID#. Something like: 'Crozzo's Red Knife #3' would work. Each item crafted needs a **unique name** for tracking purposes. This acts like a serial number.

Logging of Magical Crafting Work

Magical crafting tends to take a long time, so it's normally tracked in IRL weeks instead of days, and needs to only be logged weekly into the **#crafting-downtime** Discord channel, unless you are crafting as a team and the project will be completed in less than a week. In such cases you'll log your team's crafting progress daily.

So you'll normally log crafting at the start of the crafting project, pay all crafting costs at that time, then log it weekly with the crafting checks. Then log it again at the end when complete. The day after the last crafting day you can declare the project to be completed.

Constructing Buildings and Workshops

We use the **'Walrock Homebrew: Fortresses, Temples, and Strongholds'** resource book for building construction. (Resource available below) This allows PCs to build anything from a market stall up to a castle, and everything in between. Market 'lots', stalls, buildings, rental space inside Babel Tower, and other structures inside the walls of Orario, as well as farmland just outside the walls, and the forests beyond out to 1 mile from the city are all owned either by the City of Orario, the Familias, or private ownership. Available lots, stalls, buildings, rental space, or land can be purchased or rented from the **Land Office** in town which manages such transactions.

Land beyond 1 mile from the city is not owned by anyone unless its close to another city or nation. If a PC wants to either buy or rent a lot or land, or construct a building, forge, workshop, etc, ping the **#staff** for further guidelines. All building projects have to be pre-approved by the staff, as not everything in that resource book is approved. And all building

projects in Orario (inside the walls) have to be pre-approved by the **Land Office**.

'Walrock Homebrew: Fortresses, Temples, and Strongholds' 5th Edition Source Book.

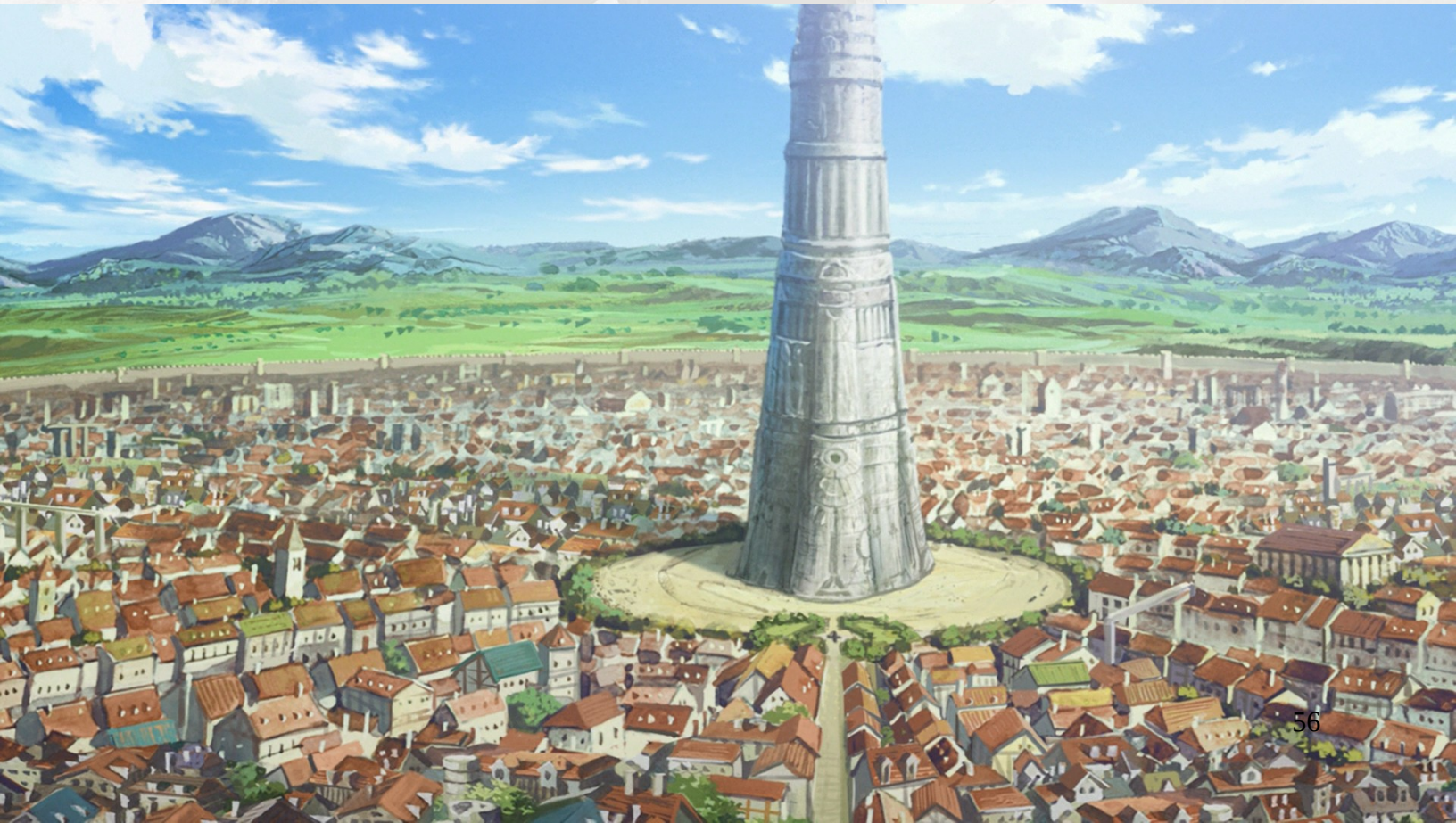
https://discord.com/channels/992755057594665 17/1000033561228890182/1000051009072144444

This resource book can be used for building your own structures, including crafting workshops and retail sales shops.

When wanting to build a structure, ask the DMs for permission, and so they can work out the details.

We have some House Rules here that supersede the standard rules in that book:

1. Not all of the rooms are available to build. Ask the DM Team first.
2. Individual 'rooms' can be built as stand-alone open-air stalls without the need for larger base structures (such as cottages, etc.) to house them. They are considered temporary stalls. Don't worry about room point limitations for any room that will be built as a stand-alone stall. It does not have to be attached to a larger building.
3. Don't have multiples of the same rooms or buildings unless given specific permission from the DM Team.
4. The spells in the back of the book are not currently available, but might be accessible later in high-level play.
5. If it makes logical sense, you can build one structure, and then in the future upgrade it to a larger structure. This way you can add onto your construction project over time, saving coin. Such upgrades would need to be pre-approved by the DM Team.



CHAPTER 15: SELLING ITEMS

PCs can freely sell items to other PCs in the **#Player-Market** channel. Prices are determined solely by the parties involved. But all PC-PC sale transactions need to be documented in the #Player-Market channel.

PCs can also attempt to sell items to NPC merchants for **half the retail price** of the item (excluding gems & works of art which sell for 100% of their value), which is also the crafting cost for crafted items, so it's not normally worth it to sell crafted items to merchants. But, if the crafter/seller can persuade the merchant to pay more than the standard half-price for the item, then they can potentially earn a profit from the sale.

Each attempt to sell an item (magical or non-magical) to an NPC shop or merchant needs to be roleplayed in the NPC shop's Discord channel, and each sale logged in **#craft-sales-downtime** channel along with their documented persuasion roll in the same channel, and ping the **#staff**.

A DM or moderator will decide if there is market demand for that item at that time (if there is an NPC buyer), and then approve or disapprove of the transaction based on current market demand. (If there are many sale attempts, then market demand will drop) And if approved, they'll list the amount the NPC merchant will offer based on the Persuasion roll. Then the PC can note whether to accept or decline the buy offer.

Currently, only 1 crafted item & 1 batch of loot items per IRL week are allowed to be sold to an NPC shop merchant due to DM Team time constraints. This amount may vary depending on market demand and staff availability.

Selling **Magic Stones & Magic Loot Drop Items to the Guild** can be done automatically anytime, just roleplay entering the Guild and making the transaction at the **Exchange Window**. The prices for Magic Stones and Magic Loot Drop Items is fixed by the Guild's management, and any Persuasion attempts for those items will not succeed.

CHAPTER 16: LEGENDARY MAGIC ITEMS

Legendary magic items are allowed in play, but are special and come with certain restrictions:

1. They can occasionally be found on Tier 4 NPCs/Monsters, or in Tier 4 loot.

2. They are for sale only in the most prestigious of shops in Babel Tower.

3. They are **tier-restricted** magic items, and can be loot-picked, bought, and/or wielded only by Tier 4 Characters.

4. If a Legendary item is acquired in session by an adventuring party as loot, the entire **party has ownership rights** for the Legendary item, regardless of members' tiers. (If however a Legendary item was awarded/given by an NPC to a specific character, then that person gains ownership of the item, if the item was freely given to them, as it is not loot but is rather a gift (or possibly a loan), and is usually a plot item.)

5. A Legendary loot item can still be picked in the loot picks after the session by a Tier 4 character, but such a pick only grants **usage rights** for the Legendary item, not ownership.

6. If the user of a Legendary loot item wants to sell the item, they must first get **unanimous consent from every member of the party** that helped to acquire the Legendary loot item (whoever was there at the time & place it was found or awarded), since the item is jointly-owned by every member of the party and they are all stake-holders of that item.

If the party unanimously approves of the sale (by way of a party vote in the loot distribution channel), then the Legendary loot item becomes a **'salable item'**, and that means the item is to be sold and all of the proceeds from that sale get divided up equally by all party member owners. It is the user/seller's responsibility to see that each party member owner gets their share of the sale proceeds, and that the sale and proceeds distribution are documented in the Discord Downtime channel.

7. Selling a Legendary Item: They can be sold either to other Tier 4 PCs, or to magic shops that themselves sell legendary items, which means only the wealthiest of PCs or the best shops in Babel Tower can afford to buy them.

If your character is in possession of a Legendary Magic Item (or Artifact) that is plot-related, and you as a player or your character become inactive for a long time, your Legendary Magic Item may be recycled back to either your party (first choice), or to your Familia, or to the Guild if your party members & Familia are no longer active on the server. Most Legendary Magic Items introduced into the server will have a personal history if one will do the Research to discover it.

CHAPTER 17: HIRELINGS

Supporters

Supporters are porters and combat assistants that are used to carry extra equipment for the party (such as extra weapons and armor), loot drop items, and magic stones from slain monsters, some of which can get quite large (bigger than a person) in the lower levels of the Dungeon, as well as to offer healing, buffing, security, resupply, weapon & armor maintenance, and/or combat assistance during a fight.

Supporters are a very thematic part of DanMachi adventuring parties that we'd like to preserve in gameplay. One supporter is needed per party of at least **3 or more** adventurers, although the party can use as many Supporters as they want.

If you only have 1 or 2 adventurers though, no Supporter is needed as your party is too small to require one. And if you have a pack animal for the Dungeon, such as a Giant Riding Lizard with a pack instead of a rider, you can use it instead of a Supporter.

A Supporter can either be a hireling NPC, of which a few are usually available for hire at the entrance to the Dungeon, or they can be a junior PC of a tier that is 1 or 2 tiers lower than the lowest tier level allowed in the party by the Quest or Mission. The Supporter cannot be 3 tiers lower than the Quest/Mission tier requirement, as that would be irresponsible and reckless of the party to allow such a risk. Having a Supporter that is even 2 tiers lower is very risky.

PC Supporters are essentially young **apprentices in training**. They do not get any of the party's excelia (XP), but PC Supporters do get some bonus excelia for participating in the quest. Supporters who are also smiths (or who have the Mending cantrip) are often in high demand as they can also take care of the party's weapon & armor maintenance.

Right now we're starting with **PC Supporter bonus excelia** (XP) earned is equal to **25%** of a regular party member's earned excelia. This is bonus XP, and does not come from the party's excelia rewards. This amount is subject to change from time to time as we fine-tune the system.

Compensation to the junior PC Supporters for their participation in the Quest should be negotiated directly between the Familia or party, and the junior PC Supporter. Some Familias have set rates they pay their junior PC Supporters, based on the tier of the Quest, or they may simply get a certain cut of any loot acquired on the Quest. But some Familias leave it open to individual negotiation.

If a party is taking on a Guild Quest or Mission, and is comprised of different Familias, the party can negotiate directly with a prospective Supporter for their compensation.

NPC Supporters do not receive any bonus excelia, neither do they level up. They do sign a contract with the Familia or the party, and charge a fee for their services according to the quest's tier, as shown below. And they are themselves rated from Tier 1 through Tier 3, depending on who you hire and their level of experience in the Dungeon:

NPC Hireling Supporter Options: Daily Rates per Play Tier

Tier 1 - PC Lvl 1-4: (CR1/4, Choose Acolyte or Apprentice Wizard [lvl 1 equivalent]):

Rate: 5,000v (5gp)/day

Tier 2 - PC Lvl 5-10: (CR2, Choose Priest, Druid, or Bard [lvl 6 eq.]):

Rate: 25,000v (25gp)/day.

Tier 3 - PC Lvl 11-16: (CR9, Choose Champion or War Priest [lvl 15 eq.]):

Rate: 75,000v (75gp)/day.

Tier 4 - PC Lvl 17-20: (CR9, Choose Champion or War Priest [lvl 15 eq.](there are no higher CR humanoids that qualify):

Rate: 125,000v (125gp)/day.

A party member player should run the NPC Supporter if they are brought along. But if the party mistreats their NPC Supporter, like repeatedly sending it forward to find traps the hard way, or to become bait for monsters for instance, it reserves the right to drop it's pack, quit the party, and exit the Dungeon in the

middle of the quest, as per the escape clause in it's Supporters' Union contract.

A PC Supporter can be ran either by the player that owns the PC being used as a Supporter, or they can allow a party member to control their character, using them as a Supporter, with the understanding that if the Supporter dies on the quest, that is the inherent risk one takes when one loans out their character.

The owner of the PC to be used as a Supporter needs to be present at least at the start of the session (or sooner) so that the DM can get confirmation from them that the party has their permission to use that PC as a party-controlled Supporter, and to ensure they are aware of the risks involved.

Additionally, some PCs might already have NPC **minions** in the form of hirelings, henchmen, magens, simulacrums, golems, etc. that can be used as a Supporter. As long as the Supporter is of at lease a Small size or larger, with a strength of 10+, and it can follow basic verbal instructions, it can be used or lent out/rented out as a Supporter.

And just as in the loaned-out PC Supporter above, anyone who loans out a pet/minion to be another party's Supporter, needs to confirm with the DM at the start of the session (or sooner) that the party has permission to use their pet/minion. And such an NPC minion will earn no excelia for the session.

Spellcaster Hirelings

These are NPC spellcasting adventurers who can be hired out for a day rate, and who are willing to either go down into the Dungeon or help with building construction projects. They are younger, and their rates are much more reasonable, than the academic NPC spellcasters from the Gnome's Great Library below. But they have a limited spell selection. They are willing however to use all of their spell slots during the time they are 'on the clock', which can make their use quite a bargain.

Bard, costs 25,000v (25gp)/day (bardic magic, up to 2nd lvl spells)

Druid, costs 25,000v (25gp)/day (nature magic, up to 5th lvl spells)

Priest, costs 25,000v (25gp)/day (divine magic, up to 3rd lvl spells)

Warlock, costs 50,000v (50gp)/day (eldritch magic, up to 5th lvl spells)

Mage, costs 75,000v (75gp)/day (arcane magic, up to 5th lvl spells)

War Priest, costs 75,000v (75gp)/day for up to Tier 3 quests, or 125,000v (125gp)/day for Tier 4 quests, (divine magic, up to 5th lvl spells, incl. Revivify)

SIDEBAR: SPELLCASTING SERVICES IN THE CITY

There are mages, sorcerers, bards, clerics, warlocks, etc. in Orario (usually retired NPC adventurers that are associated with the '**Gnome's Great Library**' in the city) that can be hired to cast certain spells. They are usually very busy academics, so their availability on any given day is limited.

A customer may have to get on a waiting list if they are not available when needed. They do not leave the city, they charge extra if required to travel outside of their residence or the Great Library, and they will never set foot in the Dungeon. They tend to have a large selection of spells available. Their rates are:

Spell Level, Base Price, Level Requirements, Spellcasting Modifier, and Chance of Availability in Orario per Day

Cantrip: 5,000v (5gp), requires magical adept or spellcaster, (+4), generally available.

Level 1 Spell: 10,000v (10gp), req. 1st level spellcaster, (+5), generally available.

Level 2 Spell: 40,000v (40gp), req. 3rd level spellcaster, (+6), generally available.

Level 3 Spell: 90,000v (90gp), req. 5th level spellcaster, (+7), 65% availability.

Level 4 Spell: 160,000v (160gp), req. 7th level spellcaster, (+7), 30% availability.

Level 5 Spell: 250,000v (250gp), req. 9th level spellcaster, (+8), 15% availability. *(excluding Raise Dead or Reincarnation spells, which require a special quest)*

There are currently no available NPC spellcasters able to cast any spells that are of a higher level than these.

SIDEBAR: BIRTHDAY & END-OF-YEAR HOLIDAY GIFT-AWAY PROGRAMS

We have a couple of traditions where we'll give you the player one in-game gift for one of your characters on or about your IRL birthday, as well as at the end of the year during the holidays!

These gifts will be tier-appropriate magic items, or some other item that you may put on your ~~Santa/~~birthday wish list. To participate, just PM a DM when within 30 days of your birthday, and again at the at the end of the IRL year. You can send the DM your wish list of up to 3 non-magical or magic items that match your tier or lower:

Character Tiers & Gift Item Rarities

Tier 1: Uncommon

Tier 2: Rare

Tier 3: Very Rare

Tier 4: Legendary

Be sure to indicate if you have a preference between your 3 wish list items. There are no guarantees of what you will receive though, as it's DM's choice.

CHAPTER 18: DANMACHI D&D WORLD CONVENTIONS

Time & Dates

DanMachi D&D is a West Marches-style living server, and as such operates in 2x real-time, with allowances for in-real-life (IRL) situations like time between consecutive sessions that would not normally exist. Some time-warping happens to offset IRL time constraints. Time on the server is a bit relative, and not too rigid.

So in our DanMachi D&D game in **#downtime**, 'game time' is 2x real-time, meaning that for every IRL minute, hour, or day that passes, 2 game minutes, hours, or days pass in the game world.

There are 6 game seconds in a game round.

There are 10 game rounds in a game minute.

There are 60 game minutes in a game hour.

There are 24 game hours in a game day.

One game day only takes 12 IRL hours (half a day).

There are 2 game days in 1 IRL day.

There are 5 game days in a game 'work week'.

There are 7 game days in a game 'week'.

There are 2 game weeks in 1 IRL week.

There are 4 game weeks in a game month.

There are 4 game weeks in 2 IRL weeks.

There are 28 game days in a game month.

There are 2 game months in 1 IRL month.

Any extra IRL days in any given IRL month are just extra End-of Month (EoM) holidays in game. (kind of like 'leap-days')

There are 336 game days in a game year.

There are 12 game months in a game year.

There are 2 game years in 1 IRL year.

The '**game calendar**' looks like the standard IRL Gregorian calendar, it just moves twice as fast through IRL time. The weekday names and holidays will differ.

The names of the weekdays in our DanMachi D&D campaign are:

IRL Day Name - Game Day Name

Monday	- Moonday *(1st day of the week)*
Tuesday	- Tyr'sday
Wednesday	- Odin'sday
Thursday	- Thor'sday
Friday	- Freya'sday
Saturday	- Saturn'sday
Sunday	- Sunday

Months of the Calendar

The calendar month names are the same as in IRL, for now.

Year Eras

The time before the gods & goddesses descended was called the 'Ancient Times' and the 'Age of Heroes'. This era is known as, 'Before the Descent' or just **BD** for short.

And the time when the gods, starting with Ouranos, began descending from heaven into the Lower World *(which includes the current era)*, is called the 'Age of the gods', or just **AD** for 'After Descent'.

Ouranos descended to the Lower World 1000 years ago, so the current date is: 1000 AD.

CHAPTER 19: HOW CAN I HELP OUT?

There are many ways you can help to make our server fun and successful. Welcoming new members to the server is a great way to show that we care about our new members. A warm welcome always makes life on a new server so much better!

And we are always on the lookout for new **Mentors**, **Moderators** and **Dungeon Masters**. So if you have a desire to take the next step in participating on our server, just drop a message in the **#ask-a-dm** Discord channel, or PM our Admin directly with your desire to join our staff.

Submitting Ideas

If you have ideas about how to improve our campaign, our Roll20 implementation, or our Discord server, please feel free to add your suggestion to our **#suggestion-box** channel in Discord.

Happy Hunting!

APPENDICES

APPENDIX A: DANMACHI TERMINOLOGY

Here are some common DanMachi-specific terms that may be relevant to our campaign. Most of this information has been taken straight from the DanMachi wiki, but I've edited bits of it here and there for our campaign.

Adventurers: Adventurers are people with *Falna* from the gods (or Warlocks with patrons) that primarily explore the Dungeon below Babel Tower. Low Class Adventurers are DML 1-2 (D&D Lvl 1-5, & 6-7) adventurers while High Class Adventurers are adventurers at DML 3 (D&D Lvl 8-9) or above. Starting at DML 3, adventurers are sometimes called by different rank classes. DML 3 (D&D Lvl 8-9) adventurers are Third Class, DML 4 (D&D Lvl 10-11) adventurers are Second Class, DML 5 & 6 (D&D Lvl 12 & 13) adventurers are First Class. DML 7 (D&D Lvl 14-15) adventurers are King Class, and DML 8+ (D&D Lvl 16+) adventurers are Ruler Class.

Alias: An Alias is a 2nd name given to many adventurers during a Denatus by the gods once they reach DML2. An Alias can potentially change every time an adventurer levels up, or typically in our campaign when they rank up into a new tier. The gods take great sport in giving embarrassing Aliases to adventurers. Nicknames and Aliases are often interchangeable.

Conversion: A Conversion happens when a person switches from one Familia to another. Once a person joins a Familia, they must wait 1 game year (6 IRL months) before switching to another Familia. Having a conversion requires the consent of both gods involved.

An exception to this is if a Familia is disbanded, or if the god of the Familia dies and gets sent back to heaven. In such extreme cases, their Falna dissipates immediately, and their adventurer's powers are locked in place and cannot advance any farther unless they join a new Familia and receive a new Falna.

DanMachi Level (DML): DanMachi's character levels are more powerful than D&D levels, so they don't mean the same thing as a D&D level when mentioned, as noted above. So when DanMachi levels are shown in this book, they are shown as DML-X, where 'X' is their DanMachi level. D&D levels on the other hand are listed normally, as "Level X". This helps to differentiate the two different level systems when they come up.

Denatus: A meeting of the gods held every three months or so. It's a major forum for official discussions, interaction, news, and gossip. And Aliases are often assigned here among the gods when adventurers level up.

Development Ability: A Development Ability is a special ability that appears at every level up in DanMachi D&D, starting at level 2. Development Abilities differ from base physical and mental abilities in that they are earned features that specialize or expand in certain areas, and often closely augment existing feats, or racial or class features.

At level up, the adventurers in DanMachi D&D get to choose one new 'talent' from a very long list of possible talents from a 3-party series of supplemental books called, '**Dragonix, Talent Options, Vol. I-III**'. This choice becomes their new 'Development Ability' once per level up.

Drop Item: See 'Magic Drop Loot' below.

Falna: Falna is a divine Blessing given by gods and goddesses to their Familia members. It is a magical tattoo that is placed on one's back by their god/goddess that contains the person's character stats and a keeps a magical record of their deeds expressed as 'excelia' (XP). Adventurers and Supporters who have Falna can gather excelia (XP) to raise their status and grow stronger.

The gods & goddesses gave their Falna to adventurers to bring forth heroes to protect the Lower World from the monster incursions from the Dungeon. Magic items can also be given special Falnas too by gods who are also Master Magic Smiths. Falnas are sometimes just called 'status'.

Familia: Familia are made up of adventurers and supporters headed by a god or goddess. They are named after the patron god or goddess, such as Hestia being the head of the Hestia Familia, etc. Most Familia are exploration type Familia, although there are other types such as Business type, Smith type, Industrial type, Medicinal type, and even Nation type. Each Familia is ranked according to the size of membership, with the largest Familia ranked #1, and so-on down the size ladder to the smallest sized Familias.

The wealthiest and most prestigious Familias tend to be the largest and highest-ranked, while the poorest and least organized Familias tend to be at the bottom of the ranking ladder.

However, not all Familias want to be the biggest because the taxes from the Guild are greater the larger the Familia and the subsequently higher their rank.

First-Class Weapon: A DanMachi weapon that is at least a D&D category: Rare, or rarer.

God/Goddess: Many gods and goddesses came down to the Lower World from Heaven. Some gods and goddess have been around continuously since then, while others have only recently came down. They are forbidden to use their powers, known as 'Arcanum' in the Lower World, and have the same physical abilities as normal non-adventurers. If they break the no-Arcanum rule, they are forcibly sent back to Heaven by Ouranos. Gods and goddesses with large Familia can live comfortably while gods and goddesses from small Familia are often poor, and have to work to earn money.

Guild: The Guild is the organization that manages the monster threat posed by the Dungeon. The Guild also serves as a monetary exchange, trading Valis (the currency) to adventurers for the Magic Stones and Magic Drop Loot they attain. They also provide staff as advisors for adventurers. The Guild Head is Royman Mardeel, and he answers to the god Ouranos himself.

Level: A level shows the basic rank of an adventurer based on the accumulation of their excelia (XP). The 'Status' of an adventurer shows their current class levels and features, and is considered to be secret personal information, but the overall 'Level' (OCL) of the adventurer is required to be reported to the Guild upon level up (status updates), and is posted by them publicly when the adventurer levels up. Most adventurers in DanMachi are 'DanMachi Level 1' (DML1), and rarely advance beyond that.

Magic Drop Loot: Occasionally, when a Dungeon monster is slain, in addition to their Magic Stone that they drop, they will also drop a magical part of their body. This drop is a rare occurrence where some magic in the monster has been stored up in a body part and makes them more powerful than their peers. It could be a horn, a fang, a claw, a wing, etc. And when the creature dies, the magic body part survives and drops to the ground. And it's usually worth about twice the value of the Magic Stone that the same monster drops.

This Loot Drop can also be used in crafting magic items, and is a hard-to-find exotic component of some magic item formulas.

Magic Stone: The core essence of monsters, located in the middle of their chests. Adventurers and Supporters gather magic stones from monsters they kill. We follow the anime style of monster death where the monster upon death explodes into wisps of shadow and ash, leaving behind their Magic Stone.

These Magic Stones are traded in for valis at the Guild. Magic Stones store magical power and can be used to power magical inventions that offer such things as lighting, water purification, heating for stoves, cooling for refrigeration, elevators, as well as for magic weapons, armor, and other magic items.

Mission: A Mission is like a Quest but is considered an order either from the Guild or from the Familia's god/goddess. The Familia or member who receives the Mission must carry it out if they are not sick or incapacitated.

Status: The 'Status' is the Falna set as various attributes and features. A Status is like a summary of personal traits made up of base physical and mental abilities, racial abilities, background abilities, classes, skill proficiencies, tool proficiencies, hit points, speed, languages, feats, spellcasting abilities, 'Development Abilities', excelia (XP), and class levels.

Supporter: Supporters are people that explore the Dungeon along with adventurers. They carry many things ranging from gathered magic stones and loot dropped from monsters to spare weapons, armor, and other heavy items.

New Familia members can serve as Supporters to more experienced Familia members to learn how to survive in the Dungeon, and to gain excelia. In some cases, members of one Familia may serve as Supporters to the more experienced members of another Familia.

Supporters (NPCs) can also be hired just outside of the Dungeon when needed.

Valis: The currency in Orario. A normal meal costs about 50 valis (5cp), a more expensive restaurant meal 300 valis (30cp). Basic rookie armor is between 5,000-10,000v (5-10gp). A party of 4 level 1 rookie adventurers can expect to make around 25,000v (25gp) a day. A small poor used one-room apartment costs around 800,000v (800gp). A new medium-sized cottage costs 2,500,000v (2,500gp).

War Game: A War Game is a battle between Familia with set rules. The gods & goddesses use

their Familia members to express their will, similar to a proxy war. They hold a special Denatus to set the rules of the conflict, and then decide upon what type of War Game will be held, along with the terms of victory. The god or goddess of the losing Familia must abide by the terms of the War Game without question. Various types of War Games include 'Single Combat', 'Castle Siege', etc. These 'War Games' can become quite lethal for the participants.

APPENDIX B: RACES LIST

The following are common races in the world of DanMachi. Demi-humans are any playable race that is not a human. Only humans can have children with mixed parentage.

Playable Races of the DanMachi World:

Amazon: Amazons are a demi-human race of dark skinned women. They only give birth to Amazon women, so have to leave their villages to find men to mate with. They also have their own language that is different from 'Koine', the Common dialect, called just 'Amazon'. To Play: Just re-skin a Human or Variant Human.

Beastfolk:

Boaz: Boaz are a demi-human race of boar people. They have high physical ability among Beast Humans along with Weretigers. To Play: Just re-skin a Shifter variant of your choice.

Cat People: Cat People are a demi-human race that have cat ears and tails. To Play: Just re-skin a Shifter variant of your choice.

Chienthrope: Chienthropes are a demi-human race that have dog ears and a tail. To Play: Just re-skin a Shifter variant of your choice.

Cow Person: Cow people are a race of demi-humans that have cow ears and horns. To Play: Just re-skin a Shifter variant of your choice.

Hume Bunny: Hume Bunnies are a demi-human race of rabbit people. To Play: Just re-skin a Shifter variant of your choice.

Racoon Person: Raccoons are a demi-human race that have raccoon ears and tails. To Play: Just re-skin a Shifter variant of your choice.

Renard: Renards are a demi-human race that have fox ears and a tail. To Play: Just re-skin a Shifter variant of your choice.

Sheep Person: Sheep people are a race of demi-humans that have sheep horns. To Play: Just re-skin a Shifter variant of your choice.

Weretiger: Weretigers are a demi-human race that have tiger ears and a tail. They have high physical ability among Beastfolk, along with Boaz. To Play: Just re-skin a Shifter variant of your choice.

Werewolf: Werewolves are a demi-human race that have wolf ears and a tail. To Play: Just re-skin a Shifter variant of your choice.

Dark Elves: Dark Elves are a race similar to Elves, although with a different skin color and culture. They are rare in the current era due a great part of their population being killed by monsters during the Ancient Times. To Play: Just play an Elf (Drow) or Shadar-Kai.

Dark High Elf: Dark High Elves are members of Dark Elven royalty. Despite the death of a great part of Dark Elves, it is said that their lineage managed to survive. They automatically gain the Background: Noble. To Play: Just play an Elf (Drow), or Shadar-Kai.

Dwarf: Dwarves are a demi-human race of generally short stocky people, though there can be exceptions, such as Mia Grand. They have considerable strength and can defeat weak monsters without a Falna. To Play: Just play a Dwarf, Dwarf (Hill), or Dwarf (Mountain)

Elf: Elves are a demi-human race of highly intelligent beings who excel at magic. They live in forests. They are also called 'White Elves'. To Play: Just play an Elf, Elf (Pallid), Sea Elf, or Elf (Wood)

High Elf: High Elves are members of Elven royalty. They automatically gain the Background: Noble. To Play: Just play an Elf (High), or Eladrin.

Half-Dwarves: Half-Dwarves are a demi-human race that is a mix between Humans and Dwarves. To Play: Just re-skin a Dwarf or Human.

Half-Elves: Half-Elves are a demi-human race that are a mix between Humans and Elves. Some Elves, such as Royman Mardeel, don't think too highly of them. To Play: Just play a Half-Elf, Half-Elf (Aquatic/Sea Elf Descent), Half-Elf (Drow Descent), Half-Elf (Moon or Sun [High] Elf Descent), or a Half-Elf (Wood Elf Descent).

Half-Pallum(Half-Prum): Half-Pallums (Half-Prum) are a demi-human race and a mix between Humans and Pallums. To Play: Just re-skin a Halfling, Halfling (Ghostwise), Halfling (Lightfoot), Halfling (Lotusden), Halfling (Stout), Human, or a Human (Variant).

Human: Humans are generally said to be one of the weakest [if versatile] races. To Play: Just play a Human, or a Human (Variant).

Pallum(Prum): Pallum are a demi-human race of small people. They are generally said to be the weakest race. To Play: Just re-skin a Halfling, Halfling (Ghostwise), Halfling (Lightfoot), Halfling (Lotusden), or a Halfling (Stout).

Non-Playable Races:

Gods: Gods are the divine beings and immortal leaders of the Familia, and came down to the lower world starting 1000 years ago. They have human appearances of varying sizes. Like Spirits, Gods can't have children. Gods that have been mentioned but have yet to make an appearance in DanMachi include Hera, Amaterasu, Tsukuyomi, Poseidon, Odin, Aphrodite, Sekhmet and Thor.

Spirits: Spirits are said to be the long-lived children the Gods loved the most. They are strong magic users and can even use magic better than Elves. Like Gods, Spirits can't have children. There are different types of Spirits, such as Salamander, Tonitrus, Lux, Undine, and Shade. Spirits can also specially make items such as Salamander wool and Undine Cloth that have special effects. During the Age of Heroes, Spirits helped heroes fight monsters, though some Spirits were killed in the process.

Monsters / Monstrous Creatures: Are unintelligent creatures full of anger and hate for everyone in this world. They are spawned by the Dungeon, attempt to kill every non-monster they encounter, and explode into smoke when slain, dropping a magic stone in their passing. Some few monsters will also drop a valuable body part, like a horn, that has some magic stored in it.

No races with a flying speed.

No homebrew races.

D&D5e Official Races [& Sources] that are Playable on our Server:

Aasimar [MPMM] (appear human, but are "heaven-touched")

Changeling [MPMM] (originally from the Feywild)

Deep Gnome [MPMM] (not a spirit)

Duergar [MPMM] (essentially a Dwarf)

Dwarf [PHB]

Dwarf (Hill) [PHB]

Dwarf (Mountain) [PHB]

Eladrin [MPMM] (essentially an Elf from the Feywild)

Elf [PHB]

Elf (Drow) [PHB]

Elf (High) [PHB]

Elf (Pallid) [EGW]

Elf (Wood) [PHB]

Genasi (Air) [MPMM] (we'll say these are "spirit-touched")

Genasi (Earth) [MPMM] (we'll say these are "spirit-touched")

Genasi (Fire) [MPMM] (we'll say these are "spirit-touched")

Genasi (Water) [MPMM] (we'll say these are "spirit-touched")

Githyanki [MPMM] (re-skin as a Dark Elf or Dark High Elf)

Githzerai [MPMM] (re-skin as a Dark Elf or Dark High Elf)

Gnome [PHB] (not a spirit)

Gnome (Forest) [PHB] (not a spirit)

Gnome (Rock) [PHB] (not a spirit)

Goliath [MPMM] (re-skin the name, essentially of a giant bloodline)

Half-Elf [PHB]

Half-Elf (Aquatic [Sea] Elf Descent) [SCAG]

Half-Elf (Drow Descent) [SCAG]

Half-Elf (Moon or Sun [High] Elf Descent) [SCAG]

Half-Elf (Wood Elf Descent) [SCAG]

Halfling [PHB] (re-skin as a Pallum (Prum))

Halfling (Ghostwise) [SCAG] (re-skin as a Pallum (Prum))

Halfling (Lightfoot) [PHB] (re-skin as a Pallum (Prum))

Halfling (Lotusden) [EGW] (re-skin as a Pallum (Prum))

Halfling (Stout) [PHB] (re-skin as a Pallum (Prum))

Human [PHB]

Human (Variant) [PHB]

Kalashtar [ERLW] (essentially a human with special traits)

Sea Elf [MPMM]

Shadar-Kai [MPMM] (re-skin as a Dark Elf or Dark High Elf)

Shifter [MPMM] (re-skin as a Beastfolk of any kind)

Vedalken [GGR] (re-skin as a Dark Elf or Dark High Elf)

Warforged [ERLW]

SOURCE BOOK KEY:

EGW- Explorer's Guide to Wildemount

ERLW- Eberron: Rising from the Last War

GGR- Guildmasters' Guide to Ravnica

MPMM- Mordenkainen Presents: Monsters of the Multiverse

PHB- Player's Handbook

SCAG- Sword Coast Adventurer's Guide

APPENDIX C: DEITIES LIST

Gods are the leaders of the Familias, and came down to the Lower World starting about 1000 years ago. They have a human-like appearance. Like Spirits, gods in mortal form can't have children. But mortals have been known to have traces of divine or spirit blood in them for unknown and mysterious reasons.

Gods in Orario:

Apollo: A god of the sun, poetry, truth, archery, music, dance, and healing & diseases. He has an intense passion (obsession) for the beautiful. Known for having many ill-fated love affairs among both gods and humans. Apollo ruthlessly collects members like trophies.
ALN: CN

Artemis: A virgin goddess of the hunt. All her familia members are chaste women. Engaging in a relationship will exclude one from membership in her familia. (Sword of Orion is not canon)
ALN: LG

Demeter: A goddess of the harvest and farmers.
ALN: CG

Dian Cecht: A god of medicine and healing.
ALN: LN

Freya: Commands the most powerful familia in Orario. A goddess of beauty, pleasure, and passion. She will obsessively pursue any mortal that catches her interest, and will do anything to obtain her prize. She tends to seek out the most talented adventurers. Can charm mortals and gods.
ALN: CN

Ganesha: A showman god of the masses who constantly wears the mask of an elephant. While self-aggrandizing, he does also have strong ideals, and he truly cares for the people of Orario.

Goibniu: A smithy & construction god who makes weapons that are said to be on par with Hephaestus' weapons. But his weapons are not as expensive as Hephaestus' creations are.

Hephaestus: A goddess of the forge (blacksmithing and metalworking). She, as a Master Smith, and her familia make the best and most popular brand of weapons and armor in Gekai: The Hephaestus label. Her label doubles the normal price of anything that they make, as her products are extremely sharp, durable, and very rarely break.
ALN: LN

Hermes: A god of trade, commerce, athleticism, and trickery. Known as a divine trickster, much like Loki. A messenger and emissary of the gods. Doesn't always play by the rules.
ALN: CG

Hestia: A virgin goddess of the hearth who has recently arrived in Gekai. Naturally lacking in ambition, but she has decided to create a familia now and has her first member, Bell Cranel, of whom she has romantic feelings for and is very jealous over.
ALN: LG

Ikelos: A god of questionable morals who's familia are very unruly, but have mostly disappeared.
ALN: NE

Ishtar: A goddess of love and beauty. She controls the entire Entertainment District in Orario, including the 'Red Light (brothel) District'. Ishtar hates Freya, and schemes to depose her and her familia. Not a very kind goddess. Can charm mortals.
ALN: NE

Loki: Is a bit of a troublemaker among the gods that commands one of the 2 largest familias in Orario. She is extremely flirtatious with the female members of her familia.
ALN: CG

Miach: A god of healing and medicine. A poor but kind god who uses his potions to help others.
ALN: LG

Ouranos: (has the Guild instead of a familia) One of the first gods born, a supreme god, and one of the first to descend to Gekai (lower world), he's taken on the responsibility to keep the monsters in the Dungeon under Orario in check. He moderates the gods in Gekai and the Guild, but spends his time using his deific Arcanum to keep the monsters in check in the Dungeon. He is sometimes called the 'Father of Orario'.
ALN: LN

Penia: A goddess of poverty who helps orphans.
ALN: LG

Soma: A god of wine. A solitary, apathetic, and withdrawn, even disinterested, god who spends all of his time brewing the perfect wine. He has little regard for his familia, leaving that job to his captain, Zanis Lustra.
ALN: N

Takemikazuchi: A Japanese-esque warrior god of thunder and swords. He hails from the islands of the Far East. There, he ran an orphanage that became his familia. Now in Orario, they earn money to send back to the orphanage to keep it operating.
ALN: LG

Gods that have been mentioned in DanMachi but have yet to make an appearance include Hera, Amaterasu, Tsukuyomi, Poseidon, Odin, Sekhmet, and Thor, and are viable candidates for newly arrived, or soon to arrive, gods to Orario.

APPENDIX D: FAMILIAS LIST

A 'familia' is essentially a family made up of a god who has descended to the lower world who has adopted a number of mortals to be a part of their extended family or clan. In addition to the goal of attracting followers, their purpose is also to build up a cohort of powerful adventurers to protect and serve the god who created it.

In Orario, the primary services of the familias are for the protection of their gods and keeping the monsters of the Dungeon from escaping and destroying the world.

This information is incomplete, and will be updated whenever possible.

Here's a list of the more known familias of Orario:

Apollo Familia

Type: Exploration

Deepest Level:

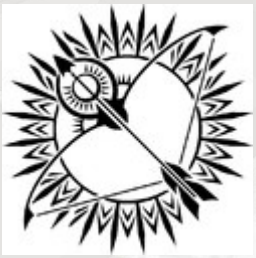
Most Powerful Monster Killed:

Captain: Hyakinthos Clio (DML3)

Size: Large

Membership: 110+

Emblem:



About: Apollo ruthlessly collects members like trophies.

Home: A large palatial manor in the city.

Special Rooms: Armory, Training Grounds, Chapel, Dining Hall, Jails, Library, Lodgings, Poisoner's Grotto, Stables, Theater, War Room.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Zhentarim' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking: 5

Demeter Familia

Type: Agriculture & Business

Deepest Level:

Captain: unk.

Size:

Membership: Mostly non-combatants

Emblem:

About: They own farmland and a large farm just outside the city, and grow most of the city's grain, fruits, & vegetables there.

Home: Wheat Manor, located in the north part of the city.

Special Rooms: Animal Pen, Garden, Mill, Stables.

Lifestyle: Modest

Benefits: Can use Faction Talents from 'The Emerald Enclave' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles

Typical Renown Rewards:

Estimated Ranking:

Dian Cect Familia

Type: Medicinal

Deepest Level:

Captain: Airmid Teasanare (DML2)

Size:

Membership:

Emblem:

About: They operate a pharmacy and sell potions and related items. They also have rooms and treat patients. They often post quests for drop items they need for use in item making.

Home: A palatial mansion adorned with their emblem.

Special Rooms: Alchemist's Lab, Arcanist's Study, Baths, Boutique, Dining Hall, Garden, Library, Magical Enchanter, Stables.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Lord's Alliance' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking:

Freya Familia

Type: Exploration

Deepest Level:

Most Powerful Monster Killed:

Captain: Ottar (DML7)

Size: Large

Membership: >100

Emblem:

About: Their home displays wealth, power, and honor. The familia trains and fights hard. They specialize in combat. They are all very loyal to and jealous of their goddess. They have a pecking order, and challenge & duel each other continually to rise up that ladder to the top where the Captain gets to be Freya's personal bodyguard. Freya does insist however that they not fight to the death in such duels.

They have a group of herbalists, healers, & chefs on staff. The most powerful familia in Orario, incl. the only current DML7: Ottar.

Home:

Freya: Her suite consists of the top floors of Babel Tower.

Familia: Folkvangr, a huge temple-like palace at the center of the business area.

Special Rooms: Alchemist's Lab, Armory, Baths, Training Grounds, Chapel, Dining Hall, Garden, Jails, Library, Lodgings, Magical Enchanter, Poisoner's Grotto, Stables, Tavern (Hostess of Fertility), War Room.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Zhentarim' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking: 1

Ganesha Familia

Type: Exploration

Deepest Level:

Most Powerful Monster Killed:

Captain: Shakti Marmara (DML5)

Size: Large

Membership: the largest in Orario (>111)

Emblem:

About: A prominent familia. Monster tamers. They run the Monsterphilia every year. Has the most first class adventurers with 11 DML5's. They also act as the law enforcers for Orario.

Home: Called "I am Ganesha", and in the form of a giant statue of Ganesha himself. The entrance is through his crotch.

Special Rooms: Armory, Training Grounds (Coliseum), Chapel, Dining Hall, Jails, Library, Lodgings, Stables, Theater, War Room.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Order of the Gauntlet' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking: 4

Goibniu Familia

Type: Smith & Construction

Deepest Level:

Captain: unk.

Size:

Membership:

Emblem:

About: They are skilled smiths that also remodel homes.

Home: 'Three Hammer Forge'

Special Rooms: Arcanist's Study, Armory, Boutique, Dining Hall, Magical Enchanter, Market Stalls, Smithy, Stables.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Lord's Alliance' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking:

Hephaestus Familia

Type: Smith

Deepest Level:

Captain: Tsubaki Collibrande (DML5)

Size: Large

Membership:

Emblem:

About: A large familia that focus on smithing, and don't rely on income from the Dungeon. Their brand is famous, commanding huge prices, and only their top smiths can put the Familia brand on their items. The familia owns several branch stores in several locations, incl. Lvls 4-8 of Babel tower. Called 'Warrior Smiths', they often go on Dungeon expeditions. They have at least 20 smiths that are DML3+

Home: Hephaestus Familia North West Shop

Special Rooms: Arcanist's Study, Armory, Boutique, Dining Hall, Lodgings, Magical Enchanter, Smithy, Stables.

Lifestyle: Comfortable

Benefits: Members get their own private Smithy (workshop) at a DML5+.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking:

Hermes Familia

Type: Exploration

Deepest Level:

Most Powerful Monster Killed:

Captain: Asfi Al Andromeda (DML4 [listed as 2 officially])

Size: Small

Membership: 12?

Emblem:

About: They love profit as much as exploration. They don't always play by the rules. They act as black market investigators, and so can freely travel outside of Orario anytime they wish. (and access the Black Market anytime they wish too) Others have to file a request, and submit an itinerary, etc.

Home: 'Traveler's Inn'

Special Rooms: Arcanist's Study, Baths, Library, Magical Enchanter.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Harpers' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards: Rescue Quests

Estimated Ranking:

Hestia Familia

Type: Exploration

Deepest Level:

Most Powerful Monster Killed:

Captain: none

Size: Small

Membership: 1

Emblem:

About: A new familia with only 1 member.

Home: Abandoned Church

Special Rooms:

Lifestyle: Poor

Benefits: Can use faction talents from 'The Order of the Gauntlet' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards:

Typical Renown Rewards: Defensive Assistance

Estimated Ranking: 15

Ishtar Familia

Type: Exploration & Brothel

Deepest Level:

Most Powerful Monster Killed:

Captain: Phryne Jamil (DML5)

Size: Large

Membership: >100

Emblem:

About: One of the most powerful familias. They control the Entertainment District in Orario, earning 40% of its total income. 90% are females, and most are Amazons. Most are DML3.

Home: 'Belit Babili' "Godly Brothel of the Mistress" comprised of several buildings, including towers and a hanging garden.

Special Rooms: Armory, Baths, Training Grounds, Boutique, Dining Hall, Jails, Lodgings, Poisoner's Grotto, War Room.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Zhentarim' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking: 3

Loki Familia

Type: Exploration

Deepest Level: 58

Most Powerful Monster Killed:

Captain: Finn Deimne (DML6)

Size: Large

Membership: ???

Emblem:

About: One of the most prominent familias in Orario. 2nd in power only to the Freya Familia. They specialize in Dungeon exploration and teamwork. Members help and train with each other. They have relationships with other familias. Thanks to Loki's personal tastes, there are far more women in the familia than men, and all of them are attractive.

Home: 'Twilight Manor', a huge fairie-like castle

Special Rooms: Armory, Dining Hall, Library, Lodgings, Stables, War Room.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Lord's Alliance' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking: 2

Miach Familia

Type: Medicinal

Deepest Level:

Captain: Naaza Erisuis (DML2)

Size: Small

Membership: 4

Emblem:

About: A poor familia that is indebted due to medical bills. They make and sell healing potions. They can also use healing magic.

Home: 'Blue Pharmacy'

Special Rooms: Alchemist's Lab, Boutique, Garden, Library.

Lifestyle: Poor

Benefits: Can use faction talents from 'The Order of the Gauntlet' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles

Typical Renown Rewards: Free potions, Defense Assistance

Estimated Ranking: 14

Soma Familia

Type: Exploration & Business

Deepest Level:

Most Powerful Monster Killed:

Captain: Zanis Lustra (DML2)

Size:

Membership:

Emblem:

About: They specialize in making and selling wines, esp. the 'Soma' wine, which is extremely addictive & expensive.

Home: Multiple buildings, including a storehouse, a brewery, and several watchtowers

Special Rooms: Alchemist's Lab, Armory, Dining Hall, Garden, Jails, Lodgings, Mill(grape press), Poisoner's Grotto, Stables.

Lifestyle: Comfortable

Benefits: Can use faction talents from 'The Zhentarim' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles; A magical Familia Signet Ring for Tier 2 members.

Typical Renown Rewards:

Estimated Ranking:

Takemikazuchi Familia

Type: Exploration

Deepest Level:

Captain: Kashima Ouka (DML2)

Size: Small

Membership: 6

Emblem:

About: Originally from the Far East. Members are all orphans. They train as honorable ninjas.

Home: 'Temporary Residence Townhouse' in an old housing complex in NE Orario.

Special Rooms:

Lifestyle: Poor

Benefits: Can use faction talents from 'The Order of the Gauntlet' faction in the Dragonix Player Options, Talents, Vol. 1 book.

Piety Rewards: Titles

Typical Renown Rewards: Rescue Quests

Estimated Ranking: 13

APPENDIX E: ORARIO'S 'WHO'S WHO' LIST OF NPC's

Airmid Teasanare: Silver hair, purple eyes, doll-like beauty. Friendly, kind, calm, protective, caring, pride in her work as a healer, teacher. Best healer in the world. Best prosthesis maker in Orario. Makes antidotes. Magic item creator.

Familia: Dian Cecht

Title: Captain, Head Doctor

DML: 2

Race: Human

Nickname: Dea Saint, Silver Saint, Two Great Healers

Ais Wallenstein: Very beautiful, golden hair & eyes, slender. Quiet, doesn't express much, caring, humble, strong-willed, determined, trainer, can get violent in response to perverted behavior, helpful, protective, a bit gullible, single-minded, hates monsters.

Familia: Loki

Title: Executive

DML: 5

Race: Human

Nickname: Sword Princess. War Princess

Aisha Belka: Tan skin, purple eyes, black hair. Reliable, courageous, sisterly, attracted to men who are strong and of strong character, lustful, straightforward, caring towards her friends.

Familia: Ishtar

Title: Executive

DML: 4

Race: Amazon

Nickname: Antianeira

Allen Fromel: Small. Black hair. Yellow Eyes. Cocky, arrogant, disrespectful, temperamental.

Familia: Freya

Title: Vice-Captain

DML: 6

Race: Cat People

Nickname: Fastest in the City

Anakitty Autumn (Aki):

Familia: Loki

Title: 'B' Team Leader

DML: 4

Race: Ct People

Nickname: Alchat

Asfi Al Andromeda: Magic item & potion maker. Aqua blue hair, cyan eyes. Wears glasses. Serious, hard worker.

Familia: Hermes

Title: Captain

DML: 4

Race: Human

Nickname: Perseus

Aura Moriel: White hair, purple eyes.

Familia: Dionysus

Title: Vice-Captain

DML: 2

Race: Elf

Nickname: Krater

Bell Cranel: Young. Small. White hair. Red eyes. Kind, straightforward, humble, caring, shy, determined, heroic.

Familia: Hestia

Title: none, (is the sole member of the familia)

DML: 1

Race: Human

Nickname: none

Bete Loga: Tall & thin. Grey hair. Amber eyes. Rude, crass, direct, hurtful, aggressive, argumentative, not very socially perceptive.

Familia: Loki

Title: Executive

DML: 5

Race: Werewolf

Nickname: Vanargand, Fenris

Bom Cornwall: Short. White Hair. Brown eyes. Owner of the 'Gnome's General Store'. Looks like a Yard Gnome.

Familia: none

Title: Owner, Proprieter

DML: 0

Race: Gnome

Nickname: unk

Bors Elder: Muscular. Black hair, teal eyes. Self-important. Materialistic. Lecherous. Leader/City Representative of Rivira on the 18th floor of the Dungeon.

Familia:

Title: City Representative, Owner/Proprietor

DML: 3

Race: Human

Nickname:

Dald: Owns the 'Fledgling's Anvil' weapon store in Orario.

Familia: n/a

Title: Owner/proprietor

DML: 0

Race: Dwarf

Nickname:

Dix Perdix: Tall, muscular, black hair, red eyes. Cruel, sadistic, self-centered, aloof.

Familia: Ikelos

Title: Captain

DML: 5

Race: Human

Eina Tulle: Beautiful, slim body, pointy ears, brown hair, emerald eyes. Erudite/learned, serious, calm, wise, sisterly, humble, sensitive, responsible, committed to her work, efficient, focused, hard-working, passionate about her job, cares for her adventurers, severe teacher of dungeon knowledge, demanding of her pupils, she likes to 'fix' people.

Familia: none (Guild)

Title: Guild Advisor

DML: 0

Race: Half-Elf

Nickname:

Falgar Batros: Tall, light brown hair & eyes. Reliable, trustworthy, humble, objective.

Familia: Hermes

Title: Vice-Captain

DML:4

Race: Weretiger

Nickname:

Filvis Challia: Black hair, red eyes. Aloof, distant, withdrawn, anti-social, afraid of being touched, extremely loyal to Dionysus.

Familia: Dionysus

Title: Captain

DML: 4

Race: Elf

Nickname: Maenads, Banshee

Finn Deimne: Short, blonde hair, blue eyes, fair skin. Sharp-minded, excellent memory, wise, quick to act, confident, diplomatic, respectful, kind, cand be aggressive and hostile when needed, firm, willing to lead out front, tenacious, eloquent, cunning, ambitious.

Familia: Loki

Title: Captain

DML: 6

Race: Pallum (Prum)

Nickname: Braver

Gareth Landrock: Stocky, brown hair, eyes & beard. Good-natured, kind, father-figure, protective, quick to act, laid-back, cheerful, friendly, competitive drinker, passionate about battle

Familia: Loki

Title: Top Executive

DML: 6

Race: Dwarf

Nickname: Elgarm

Gulliver Brothers: Alfrigg, Dvalinn, Berling, & Grer

Look the same, only eye colors differ. Extremely loyal, greedy, hostile & hateful to other familia members, work well together. Alfrigg, the eldest, has anger issues.

Familia: Freya

Title: Executives

DML: 5

Race: Pallum

Nickname: Bringar

Hedin Selland: White skin, golden hair, coral eyes. Calm, analytical, thoughtful, reasonable, extremely loyal, jealous, hostile & hatred to other familia members, serious

Familia: Freya

Title: Executive

DML: 6

Race: Elf

Nickname: Hildrsleif, White & Black Knights

Hogni Ragnar: Silver hair, grey-green eyes, tanned skin. Extremely loyal to Freya, jealous, grandiose delusions, troublesome, cowardly in battle, socially awkward, insecure

Familia: Freya

Title: Executive

DML: 6

Race: Dark Elf (Drow)

Nickname: Dainsleif, White & Black Knights

Hyakinthos Clio: Tall, beautiful, skinny, pretty, brown hair, blue-gray eyes. Proud, self-important, superiority complex, adores Apollo, extremely jealous.

Familia: Apollo

Title: Captain

DML: 3

Race: Human

Nickname: Phoebus Apollo

Ilta Farna: Red hair, brown eyes. Likes combat.

Familia: Ganesha

Title: Vice-Captain

DML: 5

Race: Amazon

Nickname: Paluza

Kashima Ouka: Tall, tanned, tough, black hair & eyes. Strong, respected, realist, deeply cares for his familia, headstrong, direct, self-sacrificial, serious, calm, firm, naive.

Familia: Takemikazuchi

Title: Captain

DML: 2

Race: Human

Nickname: Masuratakeo

Mia Grand: Tall, brown eyes & hair. Strict, doesn't tolerate violence or laziness, strong-willed, straightforward, rough personality, kind, sheltering troubled girls, paternal, protective, caring, prepared, likes money, loves alcohol, not too close with Freya, annoyed with the Freya Familia.

Familia: Freya (ex-Captain)

Title: Owner/Proprietor of the 'Hostess of Fertility' pub

DML: 6

Race: Dwarf

Nickname: Demi Ymir, Mama Mia

Misha Fiott: Pink hair & eyes. Curious, a bit irresponsible, teaser, complainer.

Familia: none (Guild)

Title: Guild Advisor

DML: 0

Race: Human

Nickname:

Naaza Erisuis: Brown hair, purple eyes, right arm is a silver prosthesis. Smart, potion maker, determined, manipulative, loves Miach, indifferent, but jealous of Miach.

Familia: Miach

Title: Captain, Doctor

DML: 2

Race: Chienthrope

Nickname:

Ottar: Tall, heavy muscles, Rust colored hair and eyes. Quiet, simple, stoic, emotionless, devoted to Freya, extremely loyal, defends Freya's honor, a harsh trainer, humble, direct.

Familia: Freya

Title: Captain

DML: 7

Race: Boaz

Nickname: King

Phryne Jamil: Huge woman with a huge frog-like face. Brown hair & eyes. Self-important, arrogant, hated by her familia, possessive, disobedient.

Familia: Ishtar

Title: Captain

DML: 5

Race: Amazon

Nickname: Androctonus

Rehmer: Brown hair & eyes. Serious, professional, annoyed by laziness, aloof to adventurers, cares for his staff.

Familia: none (Guild)

Title: Supervisor

DML: n/a

Race: Chienthrope

Nickname:

Rethusa: Reddish brown hair & eyes. Loyal, serious.

Familia: Artemis

Title: Captain

DML: 3

Race: Human

Nickname:

Rivera Ljos Alf: Elven royalty. Tall, jade-colored (green) hair & eyes. Serious, strict mentor, calm & collected, leader, kind , understanding, caring, supportive, gracious, faithful, trustworthy, protective

Familia: Loki

Title: Vice-Captain

DML: 6

Race: High Elf

Nickname: Nine Hell, Mama

Rose Fannett: Red hair w/brown eyes. Disinterested in romance with adventurers because they die. Tough personality, cares for adventurers somewhat.

Familia: none (Guild)

Title: Guild Advisor

DML: 0

Race: Werewolf

Nickname:

Royman Mardeel: Fat, white hair, green eyes, short legs. Arrogant, greedy, racist, hard worker, grumpy, stressed.

Familia: none (Guild)

Title: Guild Head

DML: 0

Race: Elf

Nickname:

Ryuu Lion: Waitress at the Hostess of Fertility. Beautiful, golden blonde hair, blue eyes, white skin. Calm, stoic, caring, strong, wise, selfless.

Familia: Astraea

Title:

DML: 4

Race: Elf

Nickname: Gale, Faerie

Samira: Grey hair, brown eyes. Female that speaks manly, warrior attitude, enjoys fighting, curious about unknown techniques. Can act conceited. Highly values friends, such as Aisha. Appreciates her familia members. Likes drinking & origami.

Familia: Ishtar

Title: Executive

DML: 3

Race: Amazon

Nickname: Bite

Shakti Varma: Azure-colored hair & eyes. Cool, strict, collected, trustworthy, tamer.

Familia: Ganesha

Title: Captain

DML: 5

Race: Human

Nickname: Ankusha

Sophie: Silver hair. Caring, cautious, protective.

Familia: none (Guild)

Title: Guild Advisor

DML: 0

Race: Elf

Nickname:

Tammuz Belili: Handsome young man, brown skin, hair & eyes. Loyal confidant.

Familia: Ishatar

Title: Vice-Captain

DML: 4

Race: Human

Nickname:

Tiona Hiryute: Black hair, dark green eyes. Very energetic, teasing, caring, friendly, easy-going, not smart, prefers simplicity, enjoys combat, berserker, rash, impulsive, not seductive, flat chest complex, flexible, gracious, protective.

Familia: Loki

Title: Executive

DML: 5

Race: Amazon

Nickname: Crusher

Tione Hiryute: Black hair, dark green eyes. Older twin. Loves Finn, jealous of him, usually calm, but can be provoked into aggression. When she gets angry, she fights recklessly, teaser.

Familia: Loki

Title: Executive

DML: 5

Race: Amazon

Nickname: Jorungand

Tsubaki Collbrande: A master smith. Black hair, red eyes, brown skin, eyepatch over her left eye. Very friendly, casual, loves alcohol, loves to party, easy-going, enjoys hugs, shows some concern, but is usually neutral, very passionate about her work, loves to test her work in the Dungeon, disinterested in non-work-related things, a bit reckless, direct, opinionated, cheerful, can be harsh, teases.

Familia: Hephaestus

Title: Captain

DML: 5

Race: Half-Dwarf

Nickname: Cyclops

Villy: Black hair. Lecherous.

Familia:

Title: Owner/Proprietor of an Inn in Rivirar

DML:

Race:

Nickname:

Welf Crozzo: Tall, red hair, dark blue eyes. Direct, honest, casual, doesn't like his family's name, hates & refuses to make magic swords. Takes great pride in his work.

Familia: Hestia

Title: Master Magic Smith

DML: 2

Race: Human

Nickname: Ignis

Zanis Lustra: Tall & thin, wears glasses. Sinister, greedy.

Familia: Soma

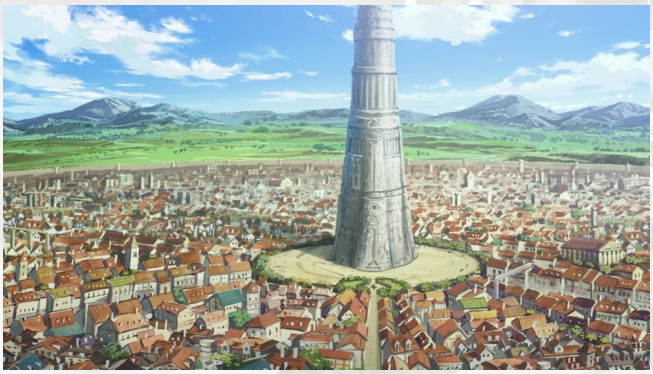
Title: Captain

DML: 2

Race: Human

Nickname: Gandharva

APPENDIX F: LOCATIONS



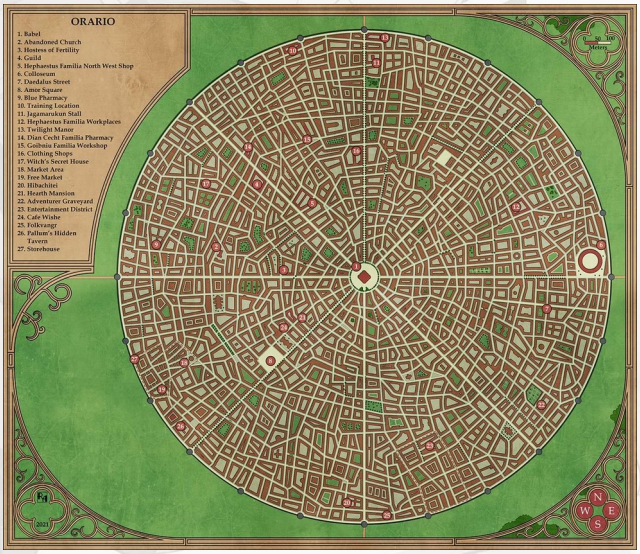
Orario

Orario, also known as '**Labyrinth City Orario**', is the only city in the world that has a semi-sentient Dungeon. It is known by many as the center of the continent. It's reason for being is the Dungeon. Under the tower of Babel exists the entrance to the enormous multi-level labyrinth known as the Dungeon. In Ancient Times the mouth of the dungeon was just a big pit in the ground. Eventually someone capped it with a small building of limited security.

But when Ouranos came to the Lower World 1000yrs ago, he replaced the small building with the Babel Tower, a huge megalith skyscraper large enough and heavy enough that no mythical monster could push their way out of. With the ability to seal the entrance into the Dungeon tightly when needed, Ouranos was able to finally and properly secure the Dungeon pit entrance.

Then the other gods descended and offered their blessings (falna) to their followers, and began producing adventurers who were more capable of surviving the monsters of the Dungeon. And then the adventurers began descending into the Dungeon to keep the population of monsters in check, bringing out 'magical stones' from them that were discovered to have the magic needed to create magic items. And soon a city began to spring up around the Babel Tower and the newly established adventurers' Guild as everyone interested in magical crafting and magic item commerce descended upon the area from all over the Lower World, and built the city we know today.

As it soon became one of the richest cities in the Lower World, other city-states and nations began to covet it's newfound wealth. And soon the city had to build 100 ft tall high stone defensive walls around it to defend it from would-be conquerors. Instead of raising an army, the city discovered that its adventurers were ready and willing to defend it against hostile armies. And the adventurers' enhanced strength, abilities, and magic have proven to be strong enough to ensure Orario's continued safety, so far.



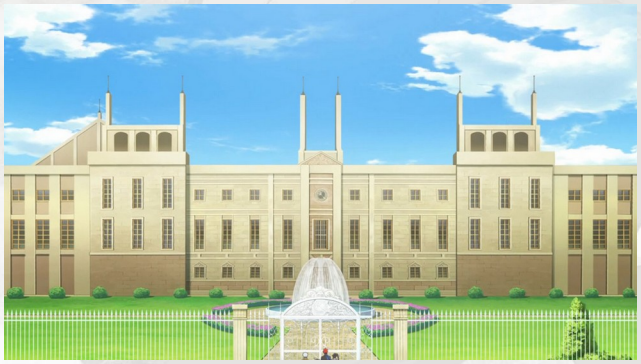
Locations Inside Orario:

Abandoned Church

The very modest home of the Hestia Familia. It is a dilapidated building that is no longer used for religious services.

Adventurer Graveyard

Adventuring is a very risky profession, and adventurers die all the time, as evidenced by the size of the graveyard the Guild has set aside just for them. Should an adventurer die and their body is recovered, the Guild will provide a free cremation, funeral, and head stone for them.



Apollo Mansion

The Home of the Apollo Familia.

Babel Tower

Babel is the name of the 50-story tower located at the center of Orario that was built as a cap over the Dungeon beneath it.

Babel Tower was built to stop the monsters within the Dungeon from escaping. It was originally much smaller, only the same size as the surrounding buildings, but it was intentionally destroyed when the first gods came down to earth. Those Gods later rebuilt the giant tower as it currently stands.

Babel Tower is a skyscraper that is owned by the Guild to watch over, block, and maintain the Dungeon. It is among the tallest man-made structures on the Lower World. The first 20 floors are filled with Familia businesses, Dungeon & city facilities, and money exchanges, etc. The Hephaestus Familia has shops on floors 4-8. Above that are suites for the most prominent Gods in Orario, known as the 'Private Rooms'. Freya lives on the top floors of Babel Tower.

Blue Pharmacy

The Miach Familia Home.

Clothing Shops

The clothing shops area is located within the larger market area of the Northern Main Street.

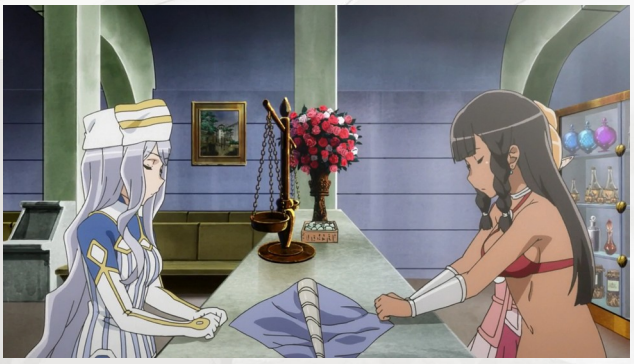
Colosseum (Amphitheatron)

The only stadium in Orario. It's ran by the Ganesha Familia. This is the place that hosts the Monsterphilia, as well as the Gladiatorial Arena Fights.

Daedalus Street

Daedalus Street is one of the many districts in Orario. It is an eastern district, near the Colosseum.

Daedalus Street is a wide residential area for the poor class located in between Orario's east and south east Main Streets. It was designed by an eccentric man known as Daedalus, and is complex due to the intricate planning he built into it. It is rumored that one might never find their way out once they enter if they get lost, and is often called the 'other dungeon'.



Dian Cecht Familia Pharmacy

The best (and most expensive) potion, medicinal, & herbal storefront in the world, and the Home of the Dian Cecht Familia. They also craft magical limb prosthetics for anyone who has lost a limb and can afford to buy a new one.

Dungeon

The Dungeon is a semi-sentient complex underground labyrinth located under Babel Tower. Orario is the only place in the world that has a semi-sentient dungeon, and many people of different races, nations, and backgrounds gather from across the world to explore Orario's Dungeon.

Before the gods and goddesses came down to the Lower World, heroes fought against monsters with the help of spirits. Once the gods began to descend to the Lower World, the gods bestowed the Falna upon the heroes, and gave them a Status to better fight the monsters. Ouranos was the first god to bestow a Falna upon a mortal person.

The dungeon is seemingly alive, spawning monsters from walls and ceilings, and repairing itself on its own. It even changes itself up to throw off adventurers who get too complacent within its depths. An exit may be there one day, but be gone the next.

The Dungeon has an immense hatred of the gods, immediately sealing the exits of a room if it detects one, and spawns a black version of a rex (boss) monster in order to kill them. The black monsters are far stronger than normal, and display some level of intelligence, as the Black Wyvern for instance looked around for a specific target. Despite this, it doesn't spawn another black monster after the first one is killed, even if the god in question isn't dead, implying that its ability to act is limited to some extent.

The dungeon is vast with the floors becoming progressive larger the deeper it gets. It takes at least five days for a party to reach the 50th floor (10 floors per day). While the upper floors can be soloed or done with a pair, starting from the Middle Floors one must create a party or risk death.

The goddess Astraea once commented that part of the reason the gods do not use their Arcanum in the Lower World is because if they did, the Dungeon would break its promise before the 'Promised Time'. In addition to that, she commented that if a god was fatally wounded within the dungeon, they would be absorbed by it instead of returning to Heaven! Dionysus said that currently the dungeon is at its limit.

Dungeon Floors

Entrance

The entrance to the Dungeon is on the first underground floor of Babel Tower. In the center of the room is a ten meter wide hole that leads straight down into the dungeon. Within the circular room are multiple columns at equal intervals, and above on the ceiling is a beautiful azure painting of the sky that resembles the real sky. Along the circle walls are gentle stairs that spiral down into the dungeon.

Upper Floors

The upper floors consists of the 1st-12th Floors. These floors are perfectly suitable for rookie adventurers who have just started their exploration. Level 1 adventurers are recommended to explore here.

Middle Floors

The Middle Floors consist of the 13th-24th Floors. The layout is more complex, and monsters spawn at faster rate in the middle floors than in the upper floors, so it is very difficult for Level 4 adventurers to solo these floors. The monsters on the 13th and 14th Floors are not much different than the ones on the 12th Floor in terms of strength and so even Level 4 adventurers are capable of exploring these floors.

On the 15th-17th Floors, monsters categorized as Level 4 individually such as Minotaurs start to appear, and it's recommended for Level 4 adventurers to have magic items to pass through these floors and arrive on the 18th Floor safely.

The 18th Floor is a safety point where no monsters spawn. It is called the **Under Resort**. The Dungeon adventurer town of **Rivira** is also located there.

Rivira

Rivira is owned and operated exclusively by adventurers who have traveled to the 18th level of the Dungeon. The self-proclaimed town representative there is Bors Elder, a DML3 shopkeeper. Everyone there is at least DML2 or higher. Shops selling adventuring gear are common there, and there is also an inn and bar located there called **Villy's Inn**, owned by a Cat Person named Villy. The inn and bar, as well as the shops, are very overpriced, but adventurers still use them since there is no merchant competition down in the Dungeon. Rivira has been rebuilt 334 times over the years after monster attacks.

The Guild isn't affiliated with Rivira, and black-marker items banned on the surface are common down there, as there are only the adventurers and adventurer-merchants there to enforce any laws, which are few and loose.

Rivira is named after the female adventurer Rivira Santilini who founded the city long ago.

Lower Floors

The Lower Floors consist of the 25th-36th Floors.

Deep Floors

The Deep Floors consist of the 37th-59th Floor. The **50th Floor is another safety point**.

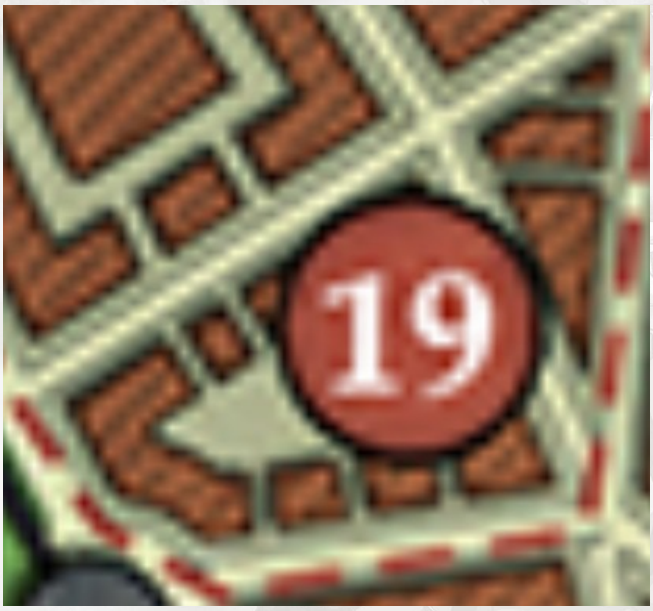
There might be more floors below the 59th Floor, but no one has ever reported achieving that deep of a level. The 59th Floor is the deepest floor ever reported to the Guild.

Entertainment (Red Light) District

The Entertainment District in Orario includes places like brothels. It also contains the Ishtar Familia Home.

Folkvangr

The Freya Familia Home. While Freya herself resides in a penthouse on the top floors of Babel Tower, her Familia resides in and trains at the Folkvangr Palace.



Free Market

An open-air & pavilion market area that has been set aside exclusively for adventurers to freely sell their crafts. (but not magic stones or loot drops, which go to the Guild only) Market stalls can be bought or built here.

Gnome's Great Library

An institution of higher learning and research run by gnome scholars that has an expensive entrance fee.

Gnome Trader

An antique shop that buys and sells just about anything, no questions asked.

The Guild

The Guild is an organization that polices the Dungeon, manages the Familia within Orario, and provides services to adventurers.

The Guild was established by the god Ouranos after his descent to the Lower World when he took up the responsibility for stopping the monster hordes from escaping the Dungeon. Previously, in the Age of Heroes, groups of people fought the monsters in the open Dungeon without the help of the gods.

The main building of the Guild is called the '**Pantheon**'. It is a wide open space with counters for adventurers to talk with their Guild Advisors, and it also has a magic stone and drop item exchange counter. There are also small meeting areas where adventurers can talk privately with their Guild Advisor. Aside from that, there is also an adventurer's library.

The main goal of the Guild is to manage the monster threat created in the Dungeon. Aside from this, the Guild buys magic stones, drop loot, and adventurer created maps of the dungeon. The Guild also has an armory that provides free weapons and armor (starting equipment) to new rookie adventurers who are just starting out.

The Guild staff also take the position of Guild Advisors for new level 1 adventurers, often suggesting at what depth an adventurer should go in a dungeon in accordance to their level and skills, as well as warning them of any special dangers of certain floors, and how to prepare against them. A staff member is typically in charge of several adventurers.

The Guild also has several branch offices outside of Orario, one of which is in the port town of Melen. The Melen Branch office oversees the harbor and controls various trade goods coming in and out of Orario.

Hephaestus Familia North West Shop

The workshop the Hephaestus Familia calls their HQ.

Hepaestus Familia Workplace

A district of Hephaestus Familia forges, where many of the smiths of the familia work.

Hostess of Fertility

The **Hostess of Fertility** is a well known pub & restaurant in Orario that's a local hangout for adventurers.

The owner, Mia Grand, opened the pub after she semi-retired from adventuring. The pub

caters to local citizens during the afternoon (the lunch crowd), and adventurers at night (the party crowd). Their menu and prices change significantly between those two times.

The Hostess of Fertility is a two-story building made of wood that has the appearance of a nice inn. It is located along the Western Main Street, several blocks from the Babel Tower, so it's usually filled with many customers.

The front entrance has a set of double doors with wood carvings decorating the frame. Wood carvings can be seen in various places on the front of the pub. The Hostess of Fertility sign can be seen on the left side of the entrance, as well as on an overhanging shingle sign with a crossed fork and knife so it can be easily seen from down the street.

All of the staff of the Hostess of Fertility pub are female. It is an interracial business, accepting employees from all races. Most of the staff have adventuring pasts. And Mia took them in and takes care of them. As the employees are experienced in fighting, any unwanted behavior can cause people to be physically thrown out of the pub and out onto the street, something passersby are familiar seeing. All employees with known levels are high-leveled ex-adventurers.

The menu ranges from noodles, roasted meats, soups, to stir-fry, as well as a wide selection of alcohol. The food at the Hostess of Fertility comes highly rated, and Mia's fruit liquor alone tastes good enough to make people frequent the pub as regulars.

I Am Ganesha

The Ganesha Familia Home, which is a giant statue of himself. The entrance to the statue building is through his crotch.

Market Area

The Market Area has the highest concentration of foreign tourists in all of Orario, and subsequently has the highest prices in all of Orario too.

Three Hammers Forge

The Goibniu Familia workplace and home. It is often said that they offer Hephaestia-quality weapons at much more reasonable prices.

Traveler's Inn

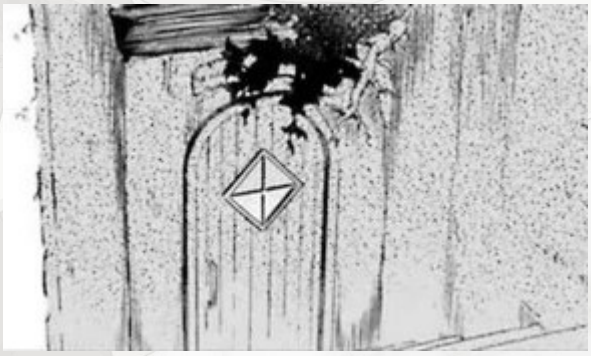
The Home of the Hermes Familia.

Twilight Manor

The Loki Familia Home.

The Wall

The 100ft tall and 15ft wide perimeter wall around Orario. This wall has even taller reinforcing towers every 500 ft. It is off limits to the public, but defenders of the city can go up there, namely Guild-registered adventurers who live in Orario. The Ganesha Familia controls it and the city gates.



Witch's Secret House

A not-so-secret magic shop owned by the witch Lenoa. She sells & services magical rods, staves, wands, as well as potions.

Other Notable Locations in the Lower World

Many city-states, countries, and regions exist in the Lower World beyond just Orario.

Currently, the Lower World is known to consist of a main continent and islands such the Far East.

As they are the only place with a semi-sentient Dungeon, Orario is the strongest city in the world with a large number of first class adventurers. However, a select few cities and countries across the world also have a few adventurers that are DML3 and above, such as Telskyura, Rakia, and the Empire.

In addition, there are three locations across the world that are known as the '**Three great unexplored regions of the world**', and so far two of them are known: **Orario's Dungeon's Deep Floors**, and **Dragon Valley**.

Agris

A town located near the Shreme (Old Castle Ruins) to the south of Orario.

Alf's Royal Forest

The forest most of the High Elves are from. They are a very xenophobic and closed society. They never leave their forest, and neither do they allow outsiders to enter except those they've invited, and will attack any and all intruders on site.

Altena

A country to the east of Orario that is famous for its magic. They are considered to be one of the stronger countries, and possesses a number of high-leveled people. They are jealous of the powerful mages of Orario's familias.

Alv Mountains

Mountains located directly east of Orario that are regarded as sacred by many.

Beltane

A small country far away from Orario that is in the middle of the mountains. It is said to be a country of mist in which holds the spring of life.

Beol Mountains

A mountain range located directly north of Orario. It is comprised of many mountains that have steep inclinations, bad roads and various hidden lakes similar to the ones found in the Dungeon. Due to its close proximity to Orario, the descendants of many monsters that had escaped the Dungeon long ago still reside there, making it known as the 'Evil Mountain'.

Dizara Region

An area to the southeast of Orario on the coast, thought to have some maritime nations in the region.

Dragon Valley

A place located at the northernmost part of the continent. It is considered to be one of the 'Three Great Unexplored Regions' of the world. Very little records exist concerning this region for some reason.

Edas Village

An old village located in the Beol Mountains. Originally an Elven settlement, it now houses people of many races.

Elsos Ruins

Ruins located at the end of the continent far away to the northwest from Orario. It is where the monster Antares was sealed by Great Spirits during the Ancient Times.

The Empire

A country that is similar to Rakia in that they invade others to increase their territory. Lunoire is from one such vassal territory of the Empire. It is considered to be one of the stronger countries, and possesses a number of high-leveled people.

Far East

The **Far East** is an island country and a nation type Familia led by Amaterasu. This is where the Takemikazuchi Familia came from.

The Far East is a country ruled by the Royal Court, with Amaterasu being the main God. Takemikazuchi's familia is at the bottom of the Royal Court.

There are 8 noble families, among them are the Sanjouno and Gojouno families, that serve the Royal Court. The Sanjouno are in charge of divine affairs related to Amaterasu while the Gojouno are in charge of the dirty work. There are however many groups throughout the country that are not part of the Amaterasu Familia and do not obey them. The further from the capital, the more similar to the IRL Japanese Sengoku period it is, that is to say a civil war-like & social upheaval time, due to the warring people, rampant diseases, and monsters, which causes many children to become orphans.

Kaios Desert

Also known as the **Grand Sand Sea**, it is an arid region located southwest of the center of the continent. Slaves are accepted and managed throughout the region. It is bordered to the east by the River Nile that runs from Lolog Lake to the coast. Due to the harsh environment, it is possible for several people to reach DML2.

Karuna

A city that is somewhat nearby Alf's Royal Forest. It is a city that travelers and merchants stop at to rest during the travels.

Melen

Melen is a fishing town and port located about 87 miles to the southwest of Orario on the shores of Lolog Lake, a giant brackish water lake that is connected to the sea in the north and the south. Known as "Orario's entrance to the sea", ships from foreign countries visit the town daily to trade goods.

The Njord Familia resides in the town, and is in charge of the town's fishing district. Previously, Melen was just a tiny fishing village until the arrival of the Poseidon Familia and the growth of Orario, after which it became the port town it is today. With the Guild expanding to the town and establishing a brand in it, the government of Melen was split between the Guild and the town, whose current governor is Borg Murdock.

Preblica

A city to the southwest of Orario that is located next to a river at the foot of the mountains that is protected by a large wall and a highly-esteemed guard force.

The Kingdom of Rakia

Rakia is a kingdom and a nation type Familia led by the god Ares to the west of Orario. In addition to its citizens, it includes the Ares Familia at the top with the Familias of several subordinate gods underneath.

Rakia is a country located on the western side of the continent. They're known to like war, earning them the nickname of a military country, and they often start wars with other city-states and nations. They previously had the power of the Crozzo smithing family's magic swords until they burned down several elven forests, which angered the Spirits. The Spirits destroyed their magic swords, and cursed them to be unable to make any more of them. Before this, Rakia had enormous power. But after this event, they were significantly weakened, which led to them start losing their wars.

Rakia has a population of more than 600,000 people, and is said to be the largest and most complex familia in the world. Soldiers and other military personnel of Rakia have a falna, while everyone else in the nation are non-combatants. The king, as the head of the country, serves as the mortal leader of the Ares Familia, answerable to Ares himself. Soldiers are DML 1, commanding officers are DML 2, and generals are DML 3. As the god of Rakia, Ares has the divine right to select who the next king/captain will be.

Rakia has rich, fertile land. The capital, **Valua**, contains a huge and fortified castle with a large moat and city around it. The city is surrounded by four walls that separate the royalty, the nobles, the military, and the commoners. The Rakia emblem is Ares dressed in heavy armor.

Rakia, as a familia, is comprised of the Ares Familia at the top with several subordinate familia that serve under them, which allows Ares to have a massive army under his command. These subordinate familia were once separate familia until they were absorbed and assimilated by Rakia following their defeat. Now they all collectively serve Ares.

Rhondda

An underground Dwarf village located at the foot of the great mountain range north of Karuna.

Ryumilua Forest

An elven forest northwest of Orario. It borders the Alv's Royal Forest.

Santorio Vega (Amusement City)

A country that is known for its amusement facilities. They own the El Dorado Resort & Casino.

Seolo Forest

A forest located directly east of Orario at the base of the Alv Mountains

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Sharm (Steel Mining Country)

A country that exports Damascus steel for use in high-quality smithing.

Shreme (Old Castle Ruins)

A citadel located in the middle of the plains southeast of Orario. The citadel was built in ancient times, and was used as a point to stop monsters before Babel Tower was created. It is currently abandoned and in ruins, but was once used by Rakia as a strategic point, and so most of its functions are still operational. It is rumored that bandits are living there now.

Telskyura

Telskyura is a nation located on a peninsula far to the southeast of Orario, and is surrounded by the sea and harsh cliffs. It is a nation-type familia ruled by the goddess Kali that is known for being a country of Amazons. Men aren't allowed to enter the country, and any men found in the country are either labor slaves or 'tools' used to create new Amazons. Telskyura is a closed country compared to those around it, and any outside information about the country is limited. The country is also referred to as the 'Country of Blood and Fighting', and is the Amazons' holy land.

Telskyura is one of the few world powers other than Orario, their strength coming from the fights to the death that happen every day against monsters and even other Amazons at their Colosseum. Amazons born in the country are said to learn how to kill a Goblin before they learn how to speak, with their first trial involving being placed in front of a baby monster and seeing whether they kill it or get killed instead. They are often called to fight against their own friends in death matches.

Wishe Forest

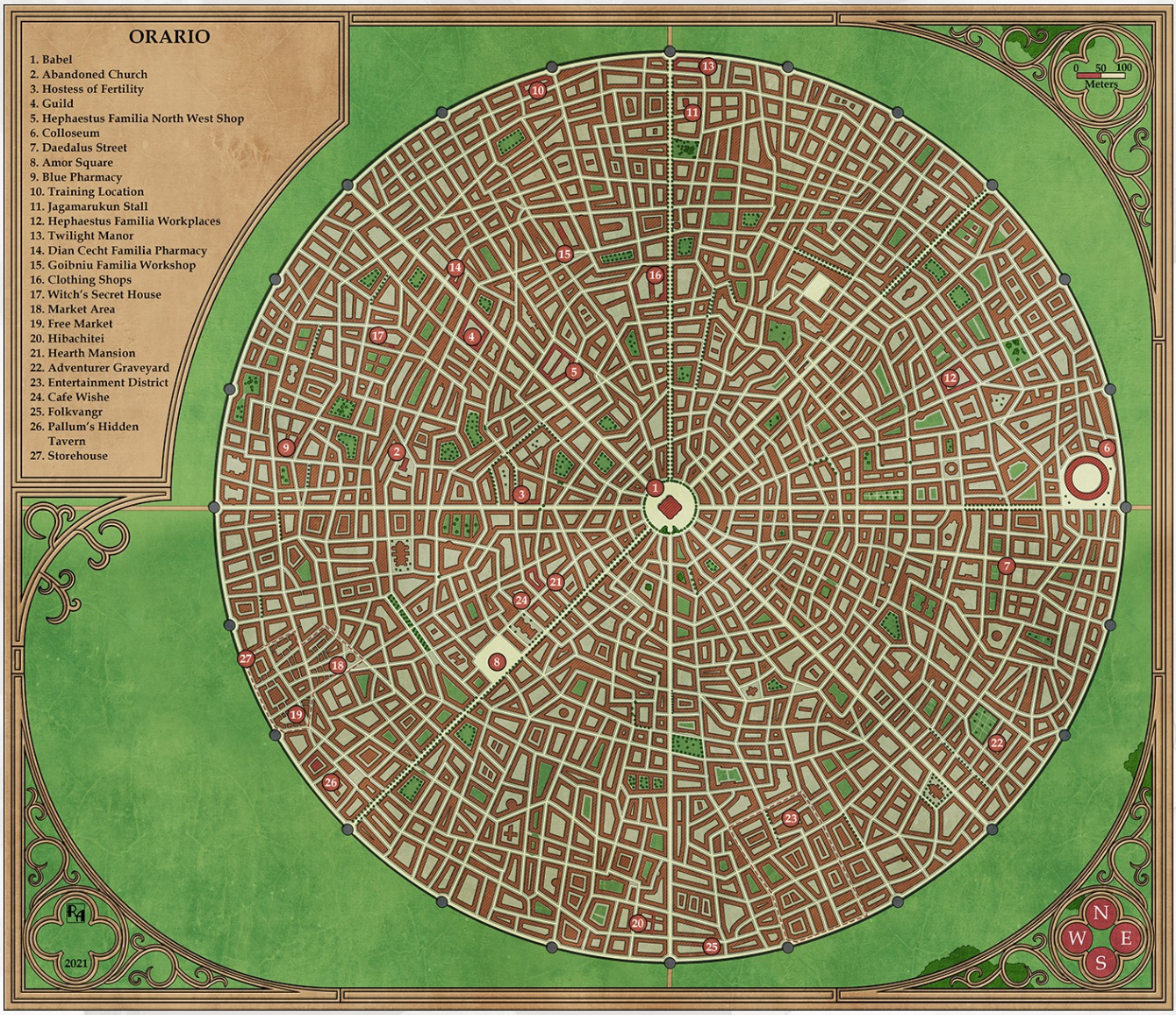
A forest known for possessing high-magic power, even among Elves.

Zolingham (The Sword Smithing City)

A coastal city that's famous for it's sword crafting.

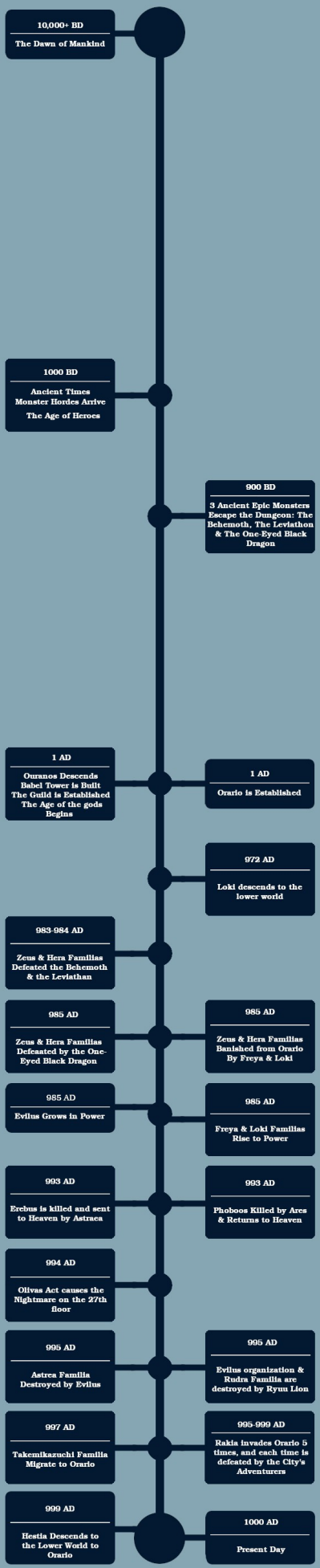
APPENDIX G: MAPS

Continental Map of the Lower World



Map of Orario

APPENDIX H: KNOWN TIMELINE



APPENDIX I: SERVER ROLE DESCRIPTIONS

Admins

Maintain the infrastructure of the server, and make sure all the technology works as it should. They also maintain and improve the rules and systems that make up the server and campaign. Having a background in homebrewing, DM'ing and game design helps. Masters of coding and the dark bot arts. Work to set up server functions & systems.

World Master DMs

Those DMs who organize the lore of the campaign and adventures so it is easy to find and utilize to make the campaign a living breathing world. With the goal of creating interesting plot-lines and engaging quests. Also review rewards to be given out to maintain balance on the server.

Dungeon Masters (DMs)

The life-blood of the server, running the games on Roll20, and NPC roleplay on the Discord server. These full-time and part-time DMs are given powers to act as moderators on Discord and for their own games. And working in the background to make and run the local merchants.

Trial DMs

DMs that are new to the server and sometimes to DM'ing, are getting their feet wet and are either still learning the ropes, or are Familiarizing themselves with our campaign and ruleset. So help them out and let them get some experience DM'ing here so they can acclimate well and enrich our server with their work. Can apply to be a full DM after being active as a TrialDM by running at least 3 game sessions in Roll20.

Moderators (Mods)

Friendly, active, and interactive people who help those with questions and newcomers to the server. Additionally, moderate the server, and make sure the community is safe and welcoming to everyone.

Mentors

Are experienced D&D5e players and/or DMs or Mods who take extra time to meet & greet newcomers one-on-one, make new friends, and to walk them through the joining & character creation process to make it as painless as possible. They also help teach newer players how to play D&D5e, get around in Roll20 and Discord, and help answer any questions new players may have.

Boosters

Are amazing people that boost the server using Discord Nitro this gives the server:

- +50 Emoji Slots (for a total of 100 emojis)
- 128 Kbps Audio Quality
- Custom Server Invite Background
- Animated Server Icon
- A lot of other cool stuff

Players

Are the bread and butter of the server, playing in games and role-playing their interesting characters. The only requirements are to read this Campaign Guide, build a character to play, and ask a Mentor, Moderator, or DM for help, if needed.

APPENDIX J: HELPFUL LINKS

Discord Link for a Google Docs & Anyflip version of this DanMachi D&D Campaign Guide PDF:

https://discord.com/channels/992755055759466517/1000033561228890182/1000033692120531044

DanMachi D&D's Roll20 Looking For Group (LFG) Link: (Contains the Player & DM Applications)

https://app.roll20.net/lfg/listing/340530/danmachi-dandd

Development Abilities (Talents), Vol. I-III Discord Link:

https://discord.com/channels/992755055759466517/1000033561228890182/1000050673213259867

Custom (Non-Magical) Weapon Designer:

https://www.dandwiki.com/wiki/Custom_Weapon_Design_(5e_Variant_Rule

DanMachi D&D Roll20 Main Server Join Link:

https://discord.com/channels/992755055759466517/1000034091707682876/1000034512782250108

DanMachi Wiki:

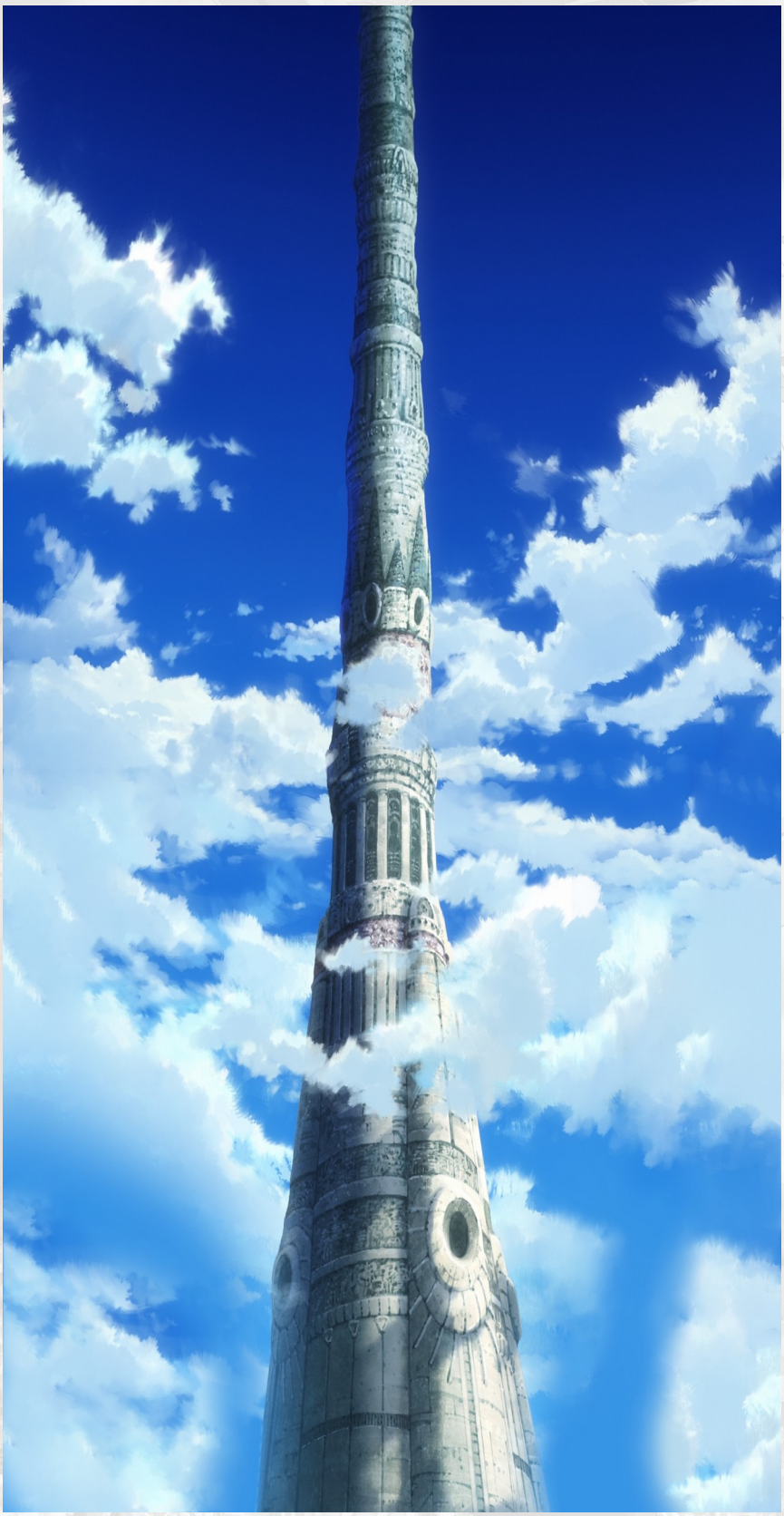
https://danmachi.fandom.com/wiki/DanMachi_Wiki

Tupperbox Proxy Bot Online:

https://tupperbox.app/

Strongholds Discord Link:

https://discord.com/channels/992755055759466517/1000033561228890182/1000051009072144444



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